

THERE ARE WORLDS BEYOND OUR OWN...THE WORLDS OF

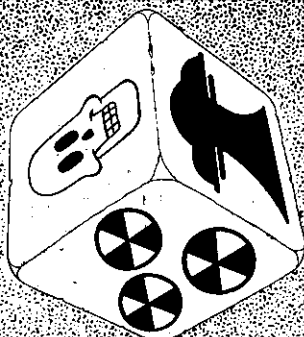
IF

ROGUE TROOPER HAD ACCEPTED
PROMOTION TO SERGEANT WITH
THE SPACE ZOMBIES...

RICK FORTUNE HAD SUFFERED A
NASTY ATTACK OF THE
GAHONGAS...

RONALD REAGAN HAD
REMEMBERED THE NAME OF
GREAT BRITAIN'S PRIME
MINISTER...

Their worlds – their lives – would have been different. There is only one key to those alternative realities. **YOU** hold that key...**THE DICE.** For they control the worlds of IF...the savage, phantom worlds of...



Welcome to the fifth issue of DICEMAN, and a unique opportunity to become President of the United States of America. "Twilight's Last Gleaming", an introduction to the disturbing world of international politics, is the first fantasy story of its kind. It's a game in which you have to behave as much like Ronald Reagan as is possible without getting yourself locked up, and it's based to a large extent on political and biographical realities. It's a true fantasy first – but it won't be the last.....

HMMM...**YOU**
ARE DAVID OWEN AND
DAVID STEEL ?



If you prefer to steer clear of political shenanigans, simply skip the Ronald Reagan story and concentrate instead on being Rogue Trooper, future warrior, and Rick Fortune, psychic investigator. Those of you with a taste for true life, however, and plenty of raw nerve, can look forward to a rich variety of fantasy games to come...YOU are Colonel Gadaffi – YOU are Fidel Castro – YOU are Prince Philip – YOU, if you've half a mind for it, are Derek Hatton. The possibilities are endless, with nothing to hold us back but the boundaries of natural decency. No problems there. Of course, an element of physical risk is involved when the pride of our great world leaders is piqued, but I think the odds are against reprisal. I'm sure they'll know we didn't mean to be offensive; and it's only a game, after all.....

Simon Gell

ENTER
THE
DICEWORLD
...IT'S
DEAD
EASY!

NO
BRAINS OR
BATTERIES
REQUIRED!



HOW TO PLAY THE DICEMAN

The only essential weapon you'll need is a pair of sacred ivories... a brace of the blessed bones themselves - 2 SIX-SIDED DICE.

You'll also need some scraps of paper, a pen and a rubber. These will be used to create SCORE SHEETS for each of the 3 games you're about to play. A score sheet is a record of your progress through the story: if you are told to add to, or subtract from, your score - then that's where you'll make a note of it. Specific rules are given at the start of each story, but there is one important rule to remember throughout...

A fantasy gaming comic strip is unlike any other strip you've read before. Here, every picture has a NUMBER - and if you are instructed to turn to a picture number, you do so... even if that number is several pages away. DO NOT try to read a story IN sequence if you've been told to go to a new picture number OUT OF sequence - it won't make sense. To help you through your ordeal, numbers are printed at the top of the page to tell you which pictures are to be found below.

Now YOU are ready to roll!

Click on "go to XX" to jump
directly there!

RECKON
YOU'VE GOT IT?
WE'LL SOON SEE...
HUR HUR HUR...

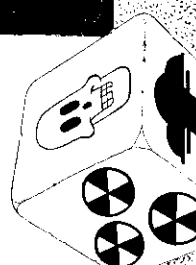


OKAY, FELLERS...

THE BIG CHEESES

Devised by
PAT MILLS &
KEVIN O'NEILL

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KEVIN BRIGHTON



Front Cover
HUNT EMERSON

IT WAS
THEM, RON!



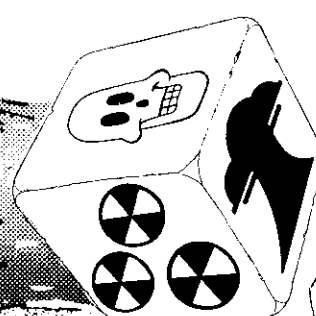
GAMETESTERS THIS ISSUE

"Space Zombies"
Tim Broshin & Simon Bridle
"Twilight's Last Gleaming"
Ted Kennedy & Jesse Jackson
"Murder One"
Alice Middleton & Colin Packham

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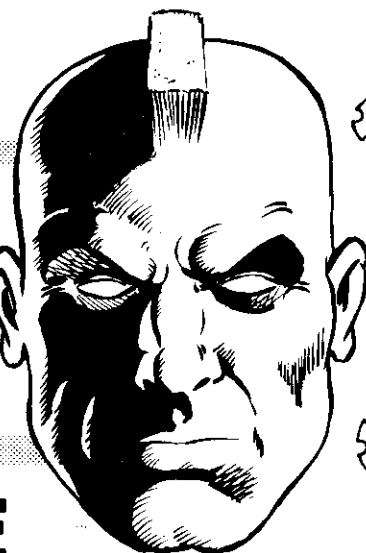
...GET IN
THERE AND GIVE
'EM HECK!



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YOU ARE ROGUE TROOPER

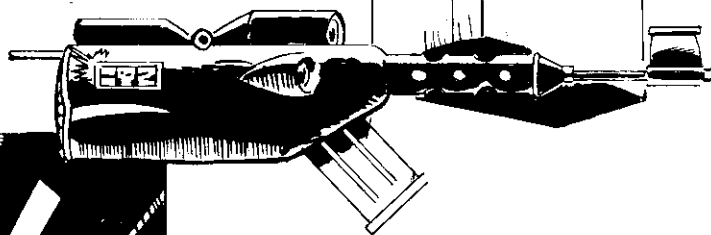
AND THESE ARE YOUR BUDDIES...



PLEASE TAMEE TCHA,
I'M SURE!

YOU TOOK
YOUR SWEET
TIME GETTIN'
HERE...

SIDDOWN
AND ZIP IT, PAL-
YOU GOT STUFF
TO READ!



YOU are the future warrior, the clone created for one purpose: combat. There was a time when *Helm*, *Bagman* and *Gunnar* stood and fought beside you...but then their bodies got blown away, and you had to transplant their personae—their very *souls*—onto plastic biochips. Now they talk to you through synthesizers from their new 'bodies': your helmet, your pack and your rifle. You've been invited to a rendezvous with *General Hayg*, and you've accepted. As the shuttle takes you deeper into space, you wait for the onetime Souther commander to contact you with details of the meeting place. The General's a deserter. He went crazy a month back, slaughtering his personal guard and disappearing. That's why your top brass want him to face a court martial...but that's not why you agreed to take the mission. You're looking for the *Larson* family, genetic clones like yourself, who would've been okay if you hadn't handed them over to Hayg after "*Killothan*".*

Now Hayg's skipped ship, and taken the family with him. You're going to bring them back.

*see DICEMAN 3.

A ROGUE GENERAL?
THAT'S A TWIST... BUT
WHAT DOES HE WANT
WITH YOU?

The vid crackles into life. It's Hayg.

"The famous *Rogue Trooper*, come all this way just for me...I'm honoured! Now set course for the co-ordinates on-screen, soldier, and listen to me...

"A long time ago, I saw that this galactic war of ours could never end, that we Southerners are locked in a struggle with the Norts for eternity...but I also saw that an outsider—a third army—could take both Souther and Nort alike by surprise...and *destroy* them!

"I am creating that third army.

"For ten years I have experimented with cloning, trying to create once more the glories of your own *Genetic Infantry*...and now, with the clone child *Zorn* in my hands, the end is in sight! Soon I shall have my perfect fighting force—my *New Model Army*! Join us, *Rogue Trooper*...



RS.12/N.634/PQ.9508

THE ANSWER'S
NO!

THAT GOES FOR
ALL OF US!

BLOW IT OUT YOUR
EAR, PORKY!

"...or I'll kill you."



Your destination looms ahead – the immense wreck of a long-abandoned freighter.

CONCEPT
PAT MILLS

STORY / GAME
SIMON GELLER

ART
MIKE COLLINS

LETTERING
STARKINGS



MAYBE HAYG
WANTS TO TRY SOME
'EXPERIMENTS' ON
YOU, ROGUE!



HE CAN DO
WHAT HE LIKES TO
THAT BIG STIFF –
IT'S EXPERIMENTS
ON ME I'M WORRIED
ABOUT!



DID HAYG SAY
ANYTHING ABOUT
OUR RANK IF WE
SIGN UP WITH
THIS ARMY OF
HIS?

You have only a few seconds before the shuttle docks at the base of the freighter.
Tell your chips to cut the chat, and bone up on the Rules of War.

RULES OF WAR

To succeed in getting the family to safety, you need to GAIN combat points – by killing whatever enemies you face.

Complete your combat rating and note it down on your score sheet.

ROGUE – Genetic Infantryman : 15

Roll one die and add to above

COMBAT RATING

Enemy combat ratings will be given in the story. The rules for fighting them are:

- 1/Roll 2 dice for yourself. Add a 'combat add' of +1 to the total because you're a GI.
- 2/Roll 2 dice for the enemy. Add on any 'combat adds' indicated.
- 3/If you have the higher score, you have wounded the enemy. Deduct the difference in your scores from the enemy combat rating.
- 4/If the enemy has the higher score, you are wounded. Deduct the difference in your scores from your own combat rating.
- 5/Continue until the enemy or you has no points left – e.g. is dead.
- 6/Add the enemy's original combat rating to your own. This is your 'prize' for experience gained in combat.

Hero Points

In this game you must also keep a careful eye on your status as a hero. Your initial Hero Points Rating is 3. Note it down on your score sheet.

The shuttle has now docked...but a word of warning before you enter the freighter – watch out for SPACE ZOMBIES!

1 YOU LEAVE THE WARMTH AND LIGHT OF YOUR SHUTTLE, AND ENTER THE COLD, DARK FREIGHTER...



MAYBE THIS ISN'T SUCH A GOOD IDEA, ROGUE...

RIGHT... MAYBE HAYG'S A REGULAR GUY AFTER ALL.



WHAT SAY WE GO HOME, ROGUE?

SYNTH OUT! WE DON'T LEAVE WITHOUT THE FAMILY!

2 YOU KNOW THE LAYOUT OF THESE CRATES, HELM?



SURE... TWENTY KILOMETRES OF CORRIDOR - MAYBE ONE BIG WAREHOUSE - A BUBBLE DOME AT THE TOP FOR THE COMPUTERS.



3 AND DON'T WORRY ABOUT THE DARK - MY READOUT PICKS UP OUR HEAT SOURCE AND TELLS US WHERE WE ARE.

BLIPBLIPBLIP

4 I GUESS WE WANT THE BUBBLE DOME AT THE TOP... ELEVATOR LOOKS OUT OF ACTION, THOUGH...

JUST MAKE UP YOUR MIND, ROGUE, WILL YA? THIS PLACE GIVES ME THE CREEPS!

WILL YOU TRY TO CALL THE ELEVATOR? GO TO 13. OR HEAD DEEPER INTO THE BOWELS OF THE SHIP? GO TO 13.



5 YOU DON'T NEED ME, ROGUE - YOU NEED A BASEBALL BAT!

SYNTH OUT - WE GOT COMPANY AGAIN!

BLIPBLIPBLIPBLIPBLIPBLIPBLIPBLIPBLIPBLIPBLIPBLIPBLIP

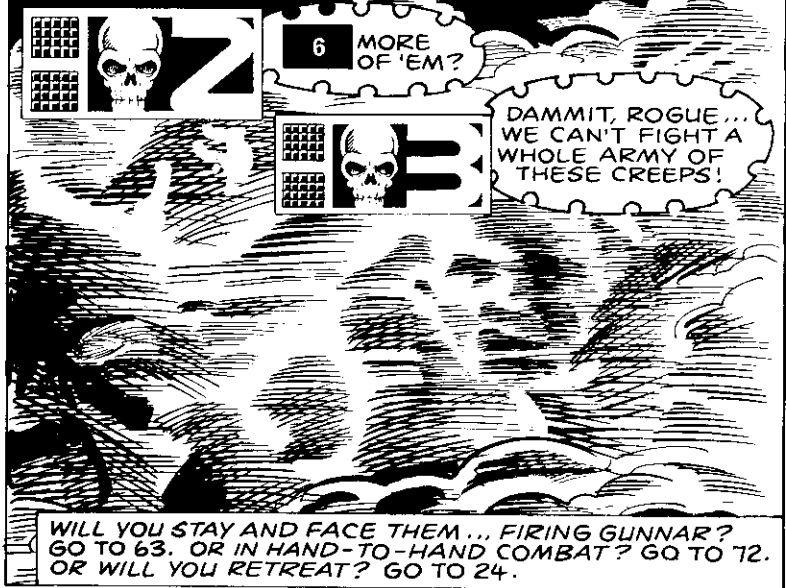


6 MORE OF 'EM?



DAMMIT, ROGUE... WE CAN'T FIGHT A WHOLE ARMY OF THESE CREEPS!

WILL YOU STAY AND FACE THEM... FIRING GUNNAR? GO TO 63. OR IN HAND-TO-HAND COMBAT? GO TO 72. OR WILL YOU RETREAT? GO TO 24.



7 WHAT EXACTLY IS THAT, ROGUE?

CAN'T SEE... BUT IT FEELS HUMANOID.



BUBBUBBLIP



WHATEVER IT IS, IT'S GOT PALS...

8 WE'LL HEAD BACK, TRY THE ELEVATOR.

WHY BOTHER BRINGIN' A GUN IF YOU'RE TOO CHICKEN TO USE IT?



GO TO 73.

9 SORRY... PAL... UNHH!



YOU HEAR THE BONE BREAKING AND RELAX YOUR GRIP. ADD LARSON'S COMBAT RATING - 7 - TO YOUR OWN.

10 NOW NOTHING STANDS BETWEEN YOU AND GENERAL HAYG - THE MAN WHO MADE A MONSTER OUT OF YOUR FRIEND.



YOU ENTER THE BUBBLE DOME. GO TO 76.

11 NOTHING - I'VE ALREADY GOT WHAT I INVITED YOU HERE FOR... YOUR RIFLE AND YOUR PACK!

ROSE GAVE ME ONE IN EXCHANGE FOR HER HUSBAND'S LIFE - AND MY... GUARDS... BROUGHT ME THE OTHER!

NOW THE CHILD CLONE WILL TEACH ME HOW TO CREATE THE PERFECT GI - AND YOUR WEAPONS WILL TEACH ME HOW TO TRANSFER MY SOLDIERS ONTO - BIOCHIPS...



12 YOU'VE NOTHING I WANT, ROGUE TROOPER - EXCEPT YOUR LIFE!



IT'S TIME YOU MADE YOUR MOVE. GO TO 67.

13 YOU HAVE COVERED FIFTY METRES WHEN —

BLIPBLIPBLIPBLIPBLIP

HELM! WHAT'S HAPPENING?

WE GOT COMPANY... THERE'S ANOTHER 'HEAT SOURCE' COMIN' TO US!

BUT WHERE?

14 IN FRONT OF YOU, ROGUE!

I CAN'T SEE ANYONE!

BUT IT'S THERE!

15

I DON'T NEED TO SEE 'EM!

CUT IT OUT, GUNNAR! ONE STRAY SHOT AND WE'RE ALL DEAD!

BUDDA BUDDA!

ROLL 2 DICE FOR LUCK. IF YOU THROW 2 OR 3, GO TO 54. OTHERWISE GO TO 57.

16 YOU FIND YOURSELF ON A NARROW WALKWAY, 100 METRES UP —

DO WE HAVE TO DO THIS, HELM?

NO CHOICE — WE GOTTA REACH THAT DOOR ON THE OTHER SIDE. IT'S THE ONLY WAY I KNOW TO THE DOME.

17

BLIPBLIPBLIP

LOOKS LIKE OUR FRIENDS WANT TO COME WITH US...

18 THE PACK OF ZOMBIES IS ON YOU IN SECONDS...

TOTAL ENEMY COMBAT RATING: 9. IF YOU KILL THEM, ADD THEIR RATING TO YOUR OWN AND GAIN 2 HERO POINTS. NOW GO TO 61.

19

HAYG LAUGHS AT THE IDEA, AND WAVES YOU AWAY. HELM ISN'T TOO PLEASED EITHER...



"FINK! I'VE SAVED YOUR NECK A THOUSAND TIMES - AND NOW YOU WANT TO ABANDON ME!"



HE'S GOT A POINT...HP LOSS - 2. NOW GO BACK TO 67 AND CHOOSE AGAIN.

20

YOU SUDDENLY CRACK UNDER THE STRAIN OF YOUR ORDEAL...



NO! PLEASE, LARSON... WE'RE FRIENDS, RIGHT? L-LET ME GO... PLEASE!

21



BUT WHIMPERING ISN'T GOING TO DO YOU ANY GOOD.

NOTHING IS.

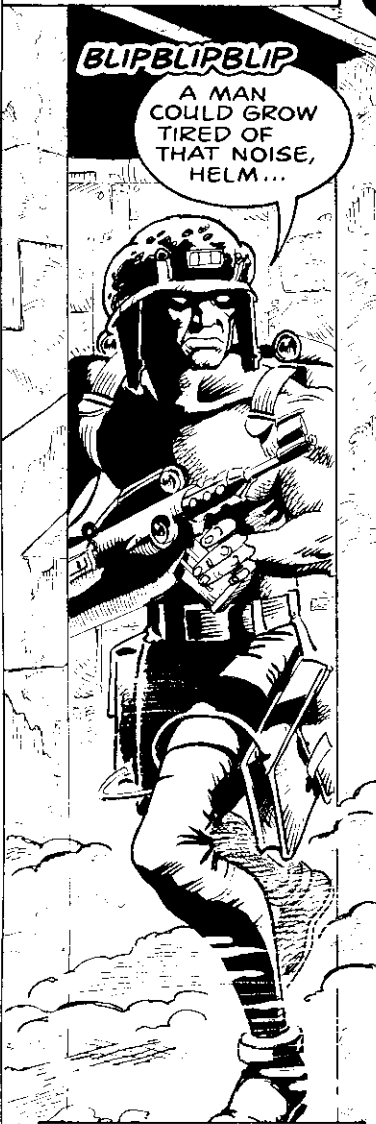
THE END.

22

THE ELEVATOR JUDDERS TO A HALT, AND THE DOORS CRANK OPEN -

BLIPBLIPBLIP

A MAN COULD GROW TIRED OF THAT NOISE, HELM...



IF YOU CAME DIRECTLY TO THE ELEVATOR, GO TO 81. IF YOU HEADED INTO THE SHIP FIRST, GO TO 34.

23

MY... GUARDS... BROUGHT ME YOUR PACK - BUT I WANT TO COMPLETE THE SET! IN RETURN, YOU AND YOUR FELLOW CLONES WILL LIVE... IS IT A DEAL?



IT'S TIME YOU MADE YOUR MOVE. GO TO 67.

24

IF YOU CHOSE TO FIGHT, GAIN 1 HERO POINT. IF YOU CHOSE TO RETREAT WITHOUT FIGHTING, LOSE 2 HERO POINTS.

WHAT D'YOU MAKE OF IT, GUYS? WHAT ARE THOSE THINGS?



HAYG'S CLONE EXPERIMENTS - THE ONES THAT DIDN'T WORK!

DIDN'T WORK? THEY MAKE ROGUE LOOK SMART!

25

THEY'RE ZOMBIES... DID YOU SEE THOSE STEEL CAPS ON THE BACK OF THEIR SKULLS?

YEAH... MAYBE THAT'S HOW HAYG CONTROLS 'EM...



26



NOT AGAIN!

I CAN'T SEE ANYONE! HELM!

THEY'RE NOT BEHIND US - IT'S COMIN' FROM ROUND THE CORNER!



WILL YOU... STAY PUT? GO TO 27. TURN THE CORNER BLASTING? GO TO 58. OR TURN THE CORNER READY FOR HAND-TO-HAND COMBAT? GO TO 69.

27

AAHHH!
ROSE!

ONE OF THE
FAMILY OF GIS
YOU CAME HERE
TO RESCUE ...

28 ROGUE, THE
GENERAL'S
INSANE! HE'S
TRYING TO RE-CREATE
THE GENETIC
INFANTRY...

BUT
INSTEAD HE'S
GOT AN ARMY
OF...
MONSTERS!

WE ALREADY
MET A COUPLE
OF 'EM. BUT
WHERE DO
YOU FIT
IN?

29

HE WANTS ZORN...
FOR HIS EXPERIMENTS!
THAT'S WHAT HE'S WANTED
ALL ALONG!

30

IN THE BUBBLE ---
DOME. I MANAGED
TO SLIP OUT ... TRYING TO
FIND LARSON! HAYG'S
PUT HIM IN CHAINS
SOMEWHERE ON THE
SHIP...

blipblipblip

GUESS
WHO, ROGUE!



31

LET ME TAKE GUNNAR -
TO HELP FIND MY
HUSBAND! YOU
TACKLE HAYG, AND
WE'LL MEET IN
THE DOME...

OKAY BY
ME, DOLL!

IF YOU WANT TO HAND GUNNAR
TO ROSE, GO TO 59. IF YOU'D
RATHER GIVE HER... BAGMAN
INSTEAD, GO TO 71... OR
HELM, GO TO 64. IF YOU
REFUSE TO GIVE HER
ANYTHING, GO TO 55.

32

YOU'VE MADE IT. YOU'VE
ELIMINATED HAYG. NOW
YOU LISTEN TO ROSE'S GRIEF,
AND COUNT THE COST OF SUCCESS.

AND YOU WONDER WHAT
IT'S LIKE TO BE
TURNED INTO A ZOMBIE.

AND YOU WONDER
HOW IT FEELS TO
LIVE YOUR LIFE ON A
PLASTIC BIOCHIP.

33

AND YOU WONDER IF BEING A
HERO IS ALL IT'S CRACKED UP TO BE.

THE END.

34 **BLIPBLIPBLIP**

LEMME TAKE 'EM, ROGUE!

BAGMAN?

TOO RISKY - WE'RE RIGHT UP AGAINST THE HULL.

35 THEN I'LL DO IT THE OLD-FASHIONED WAY!

36 YOU FIND YOURSELF FIGHTING 3 OF THE CREATURES...

TOTAL ENEMY COMBAT RATING: 8. IF YOU KILL THEM, ADD THEIR RATING TO YOUR OWN AND GAIN 2 HERO POINTS. GO TO 5.

37 YOU CRASH THROUGH THE DOOR AT THE END OF THE WALKWAY -

BLIPBLIPBLIP BLIPBLIPBLIP

38 AND SEE...

LARSON!

39

HEY! EASY, BIG FELLA... I'VE GOT YOU.

40

AAAAHHH!

YOU REALISE YOU'RE NOT DEALING WITH THE GI YOU ONCE KNEW. YOU'RE GOING TO HAVE TO FIGHT HIM. LARSON'S COMBAT RATING: 7. COMBAT ADD: +1. IF YOU GET HIS RATING BELOW 3, GO TO 65.

41 **BLIPBLIPBLIP**

WHAT'S HAPPENING, HELM?

READOUT'S GOIN' CRAZY - SAYS THERE'S A NEW HEAT SOURCE AROUND!

BUT WHERE?

42

HEY, MAYBE IT'S IN THE ELEVATOR!

43

WHATEVER IT IS, IT'S TRYING TO KILL YOU...

BAGMAN! NEED... A BLADE!

DISPENSING, ROGUE!

ENEMY COMBAT RATING - 6. IF YOU KILL IT, ADD ITS RATING TO YOUR OWN AND GAIN ONE HERO POINT. GO TO 74.

44

YOU STICK TO THE SHADOWS, TRYING TO KEEP YOUR SENSE OF DIRECTION...

WHEN A ZOMBIE PATROL COMES TOO CLOSE FOR COMFORT, YOU SQUEEZE YOURSELF INTO AN AIR VENT. GO TO 95.

45

BLIPBLIPBLIP

IT'S COMIN' FROM INSIDE THE ELEVATOR!

HUG THE WALL, ROGUE!

46

47

IT'S HUMAN!

IT'S A CLONE!

IT'S DEAD MEAT!

ENEMY COMBAT RATING: 6. IF YOU KILL IT, ADD ITS RATING TO YOUR OWN AND GAIN 1 HERO POINT. GO TO 74.

48 YOU HAND OVER YOUR DEADLY WEAPON...

AND YOU GUARANTEE US FREE PASSAGE?

OF COURSE! ALL I EVER WANTED WAS THE GI RIFLE...



49 ...AND NOW I'VE GOT IT, D'YOU THINK I'LL LET YOU WALK OUT OF HERE?

DO YOUR THING, GUNNAR...



50



51

AS HAYG SLUMPS TO THE FLOOR, YOUR BIOCHIPS REPORT IN -

ZOMBIES ARE DE-ACTIVATED, ROGUE. MUST'VE HIT SOME KIND OF LIFE-SUPPORT GENERATOR,

GUESS THE OLD JERK FORGOT ABOUT AUTO-FIRE...

LIH, ROGUE, I DON'T WANNA RUSH YOU - BUT I THOUGHT WE'D BE DEAD TOO...



52 SO I'VE BEEN LAYING HI-EX ON OUR WAY UP HERE... JUST IN CASE... AND IT'S ABOUT TO BLOW!

PSYCHO! YOU TRYIN' TO KILL US ALL?

YOU FIND HAYG'S PRIVATE SHUTTLE AND BLAST OFF... GO TO 53.



53 YOU'RE IN LUCK. GO TO 32.



54 YOU'RE OUT OF LUCK. THE END.

55

I'M SORRY, ROSE - I CAN'T DO IT. THE CHIPS STAY WITH ME.

BLIPBLIPBLIPBLIPBLIPBLIP

THEY'RE RIGHT ON OUR TAIL, ROGUE!

Y-YOU CAN'T MEAN IT! YOU'RE GOING TO LEAVE ME ON MY OWN?



56 OF COURSE NOT... BUT MOVE IT, WE'VE GOTTA GO NOW.

NO! I'LL SAVE LARSON WITHOUT YOU! YOU'RE A COWARD, ROGUE TROOPER - A STINKING YELLOW COWARD!

HP LOSS - 3 POINTS. YOU GO TO 16 WITH HER CURSES RINGING IN YOUR EARS.



57.
WHEN GUNNAR CUTS HIS AUTO-FIRE, BAGMAN
EXPLAINS: "IT'S TOO RISKY! A STRAY SLUG
MIGHT HIT THE HULL - AND BLOW US ALL TO
BITS!"
"YOU MEAN I CAN'T SHOOT ANYTHIN?"
GO TO 7.

58.
YOU TURN THE CORNER, BLASTING JUST ABOVE
THE HEAD OF...ROSE - ONE OF THE FAMILY OF GIs
YOU CAME HERE TO RESCUE. ROLL 1 DIE. IF YOU
THROW 1, 2, 3 OR 4, GO TO 54.
OTHERWISE, GO TO 28.

59.
AS YOU HAND GUNNAR OVER, YOU ASK IF SHE
KNOWS HOW TO USE HIM. "I'M A TRAINED GI,
SAME AS YOU," SHE REPLIES. GUNNAR MUTTERS
SOMETHING ABOUT SOFT FINGERS ON HIS
BARREL, THEN THEY'RE BOTH GONE.
YOU, HELM AND BAGMAN NOW GO TO 16.

60.
WHEN GUNNAR CUTS HIS AUTO-FIRE, BAGMAN
EXPLAINS: "IT'S TOO RISKY! A STRAY SLUG
MIGHT HIT THE HULL - AND BLOW US ALL TO
BITS!"
"YOU MEAN I CAN'T SHOOT ANYTHIN?"
GO TO 5.

61.
AS THE LAST ZOMBIE FALLS LIFELESS TO THE
GROUND, YOU LOOK UP... TO SEE MORE OF THEM
RUNNING ALONG THE WALKWAY TOWARDS YOU.
"THIS IS CRAZY! WE'RE NEVER GOING TO MAKE
THAT DOOR!" HELM SYNTHS IN: "I AGREE. ONE
OF US HAS TO DO A HORATIO - OR WE'RE ALL
DEAD!" GO TO 93.

62.
YOU TELL HELM HE'S CRAZY AND MAKE A DASH
FOR THE DOOR. A ZOMBIE JUMPS ON YOUR BACK
BEFORE YOU MAKE 10 METRES. YOU THROW HIM
OFF THE WALKWAY - AND LOOK UP TO SEE MORE
OF HIS PALS ON THE HORIZON. GO TO 75.

63.
AS THE CREATURES RUSH YOU THROUGH THE
SMOKE, GUNNAR CUTS THEM IN HALF. ROLL 1
DIE. IF YOU THROW 1, 2 OR 3, GO TO 54.
OTHERWISE, GO TO 24.

64.
YOU EXPLAIN THAT HELM HAS NO WEAPONS,
BUT HIS COMPUTERISED MAP SYSTEMS WILL
FIND LARSON FOR HER. SHE'S GRATEFUL, AND
TAKES HIM - AND HELM DOESN'T MIND EITHER.
AS ROSE SLIPS INTO THE SHADOWS, YOU,
GUNNAR AND BAGMAN GO TO 44.

65.
YOU'VE BEEN UNDER EXTREME PRESSURE FOR A
LONG TIME NOW. CHECK YOUR HERO POINTS
RATING...IF IT'S 5 OR MORE, GO TO 9. IF IT'S LESS
THAN 5, GO TO 20.

66.
IF ROSE TOOK GUNNAR, YOU SET BAGMAN UP TO
EJECT MINI-MINES.
IF SHE TOOK BAGMAN, YOU SET GUNNAR UP ON
AUTO-FIRE. NOW GO TO 37.

67.
WILL YOU...
OFFER HIM HELM IN EXCHANGE FOR YOUR LIVES?
GO TO 19. OR OFFER YOURSELF IN ZORN'S PLACE
FOR THOSE VILE EXPERIMENTS. ON CONDITION
THAT ROSE AND HER SON GO FREE? GO TO 83. OR
TRY TO KILL HAYG, AND HOPE YOU'RE FAST
ENOUGH TO STOP HIM KILLING ZORN? GO TO 68.
IF YOU STILL HOLD GUNNAR, YOU MAY OFFER HIM
IN EXCHANGE FOR ALL YOUR LIVES. GO TO 48.

68.
IF YOU HAVE GUNNAR, GO TO 88.
IF YOU DO NOT, GO TO 86.

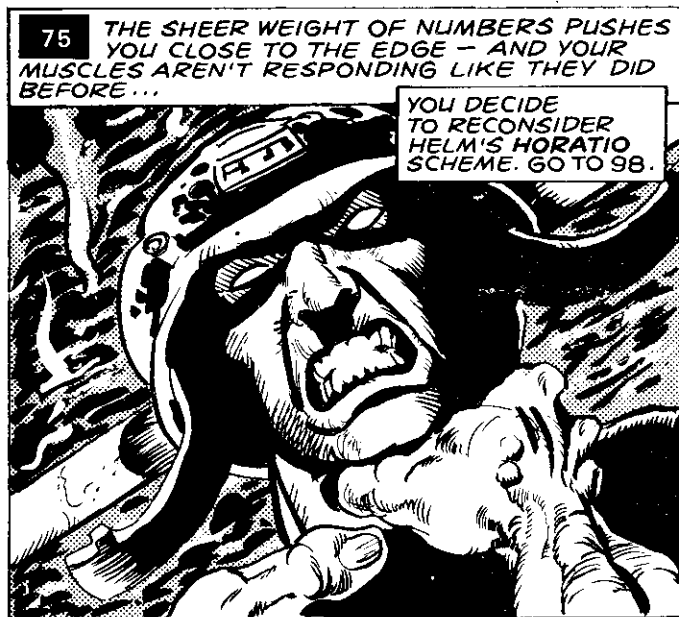
69.
YOU TURN THE CORNER, SWINGING GUNNAR
JUST ABOVE THE HEAD OF...ROSE - ONE OF THE
FAMILY OF GIs YOU CAME HERE TO RESCUE. HP
GAIN: 1 POINT. NOW GO TO 28.

70.
THE FOUR OF YOU AGREE IT'S BEST TO LEAVE
BAGMAN BEHIND. HE'S NOT HAPPY, BUT HE
UNDERSTANDS. YOU SET HIM UP TO EJECT MINI-
MINES, AND HEAD FOR THE DOOR.
"WHO THE HELL IS HORATIO ANYWAY?"
GO TO 37.

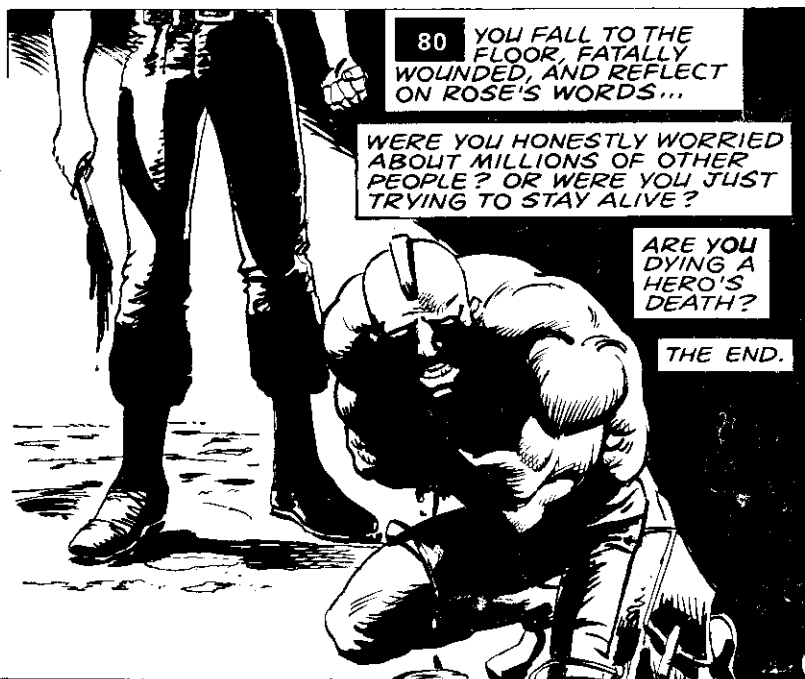
71.
YOU EXPLAIN BAGMAN'S ADVANTAGES - HOW HE
CAN EJECT MINI-MINES, AND FREE LARSON FROM
ANY MECHANICAL RESTRAINT. SHE'S GRATEFUL,
AND TAKES HIM - AND BAGMAN DOESN'T MIND
EITHER.
AS ROSE SLIPS INTO THE SHADOWS, YOU,
GUNNAR AND HELM GO TO 16.

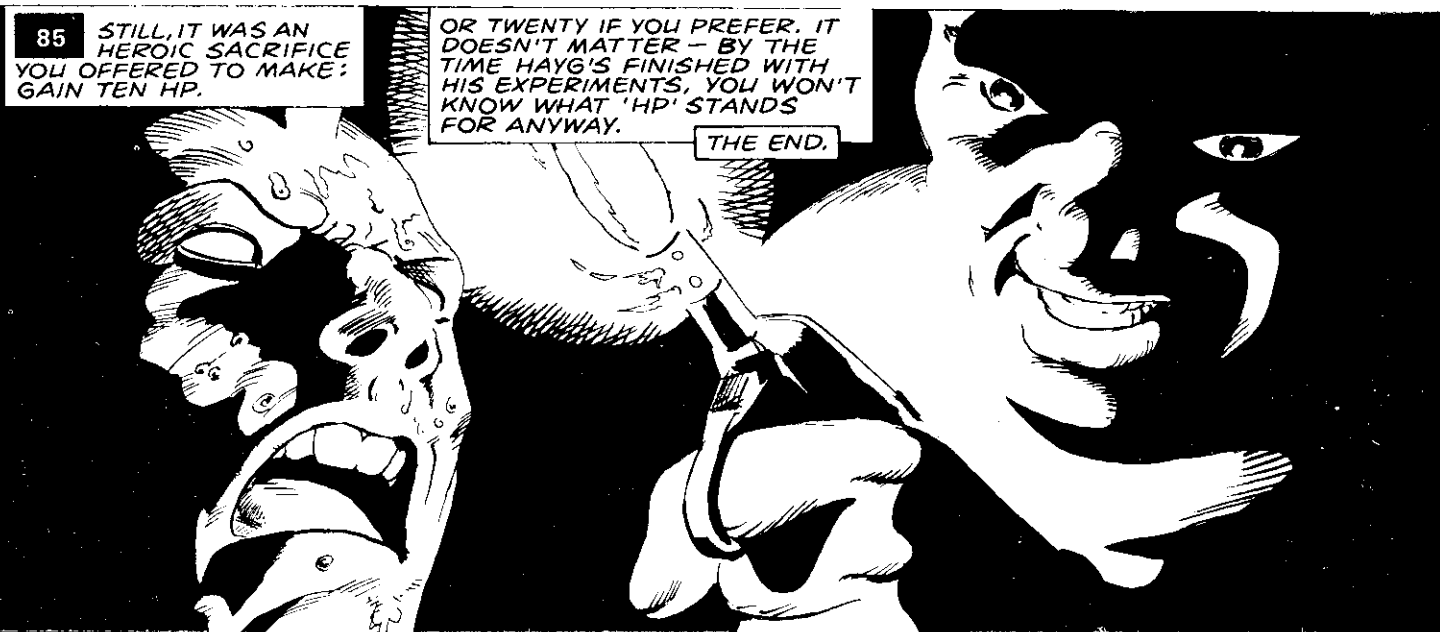
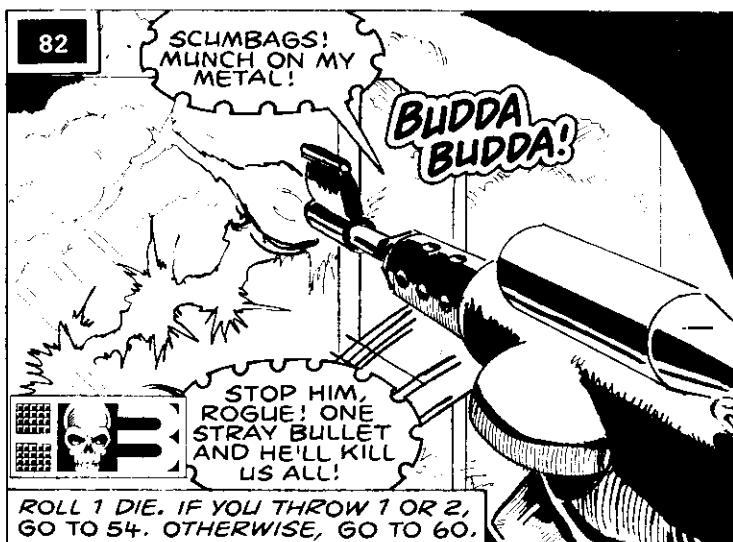
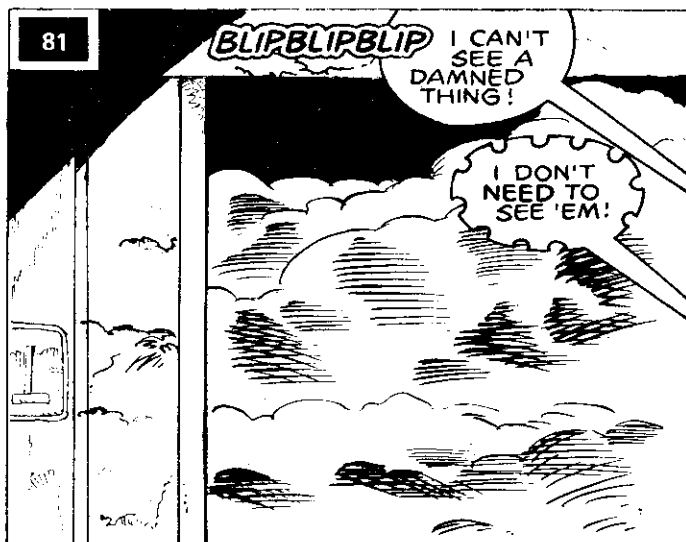
72.
SWINGING GUNNAR AROUND YOUR HEAD, YOU
HURL YOURSELF AT THE CREATURES. TOTAL
ENEMY COMBAT RATING: 7. IF YOU KILL THEM,
ADD THEIR RATING TO YOURS AND GAIN 2 HERO
POINTS. NOW GO TO 24.

73.
YOU PUNCH THE ELEVATOR CALL BUTTON, AND
THE HIGH-PITCHED SOUND HITS YOU HARD...
"BLIPBLIPBLIPBLIP!"
IF YOU HEADED INTO THE SHIP, GO TO 45. IF YOU
CAME DIRECTLY TO THE ELEVATOR, GO TO 41.



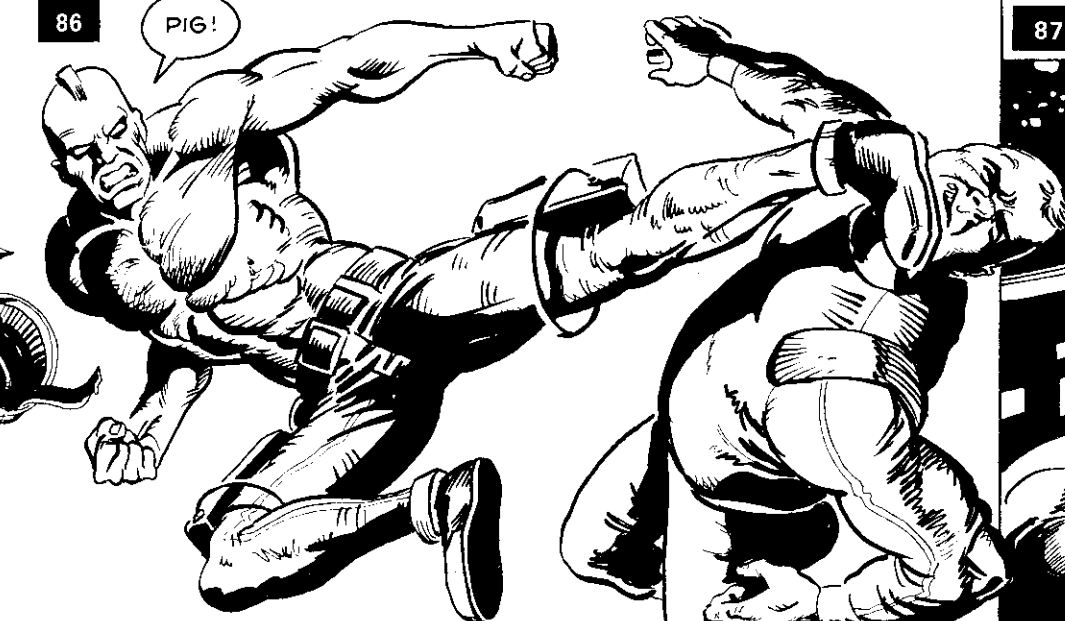
IF YOU GAVE ONE OF THE CHIPS TO ROSE, GO TO 11. IF YOU GAVE HER NOTHING, GO TO 23.





86

PIG!



87

QUICK,
ROGUE!
BEFORE HE
THROWS THAT
SWITCH!



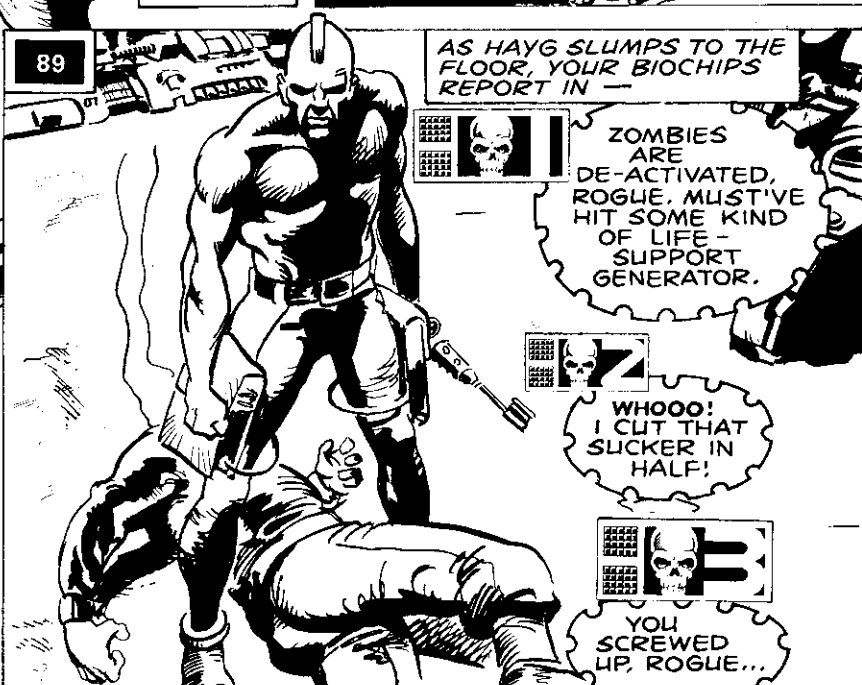
GAIN 2 HP.

88



89

AS HAYG SLUMPS TO THE
FLOOR, YOUR BIOCHIPS
REPORT IN —



ZOMBIES
ARE
DE-ACTIVATED.
ROGUE MUST'VE
HIT SOME KIND
OF LIFE-
SUPPORT
GENERATOR.

WHOOO!
I CUT THAT
SUCKER IN
HALF!

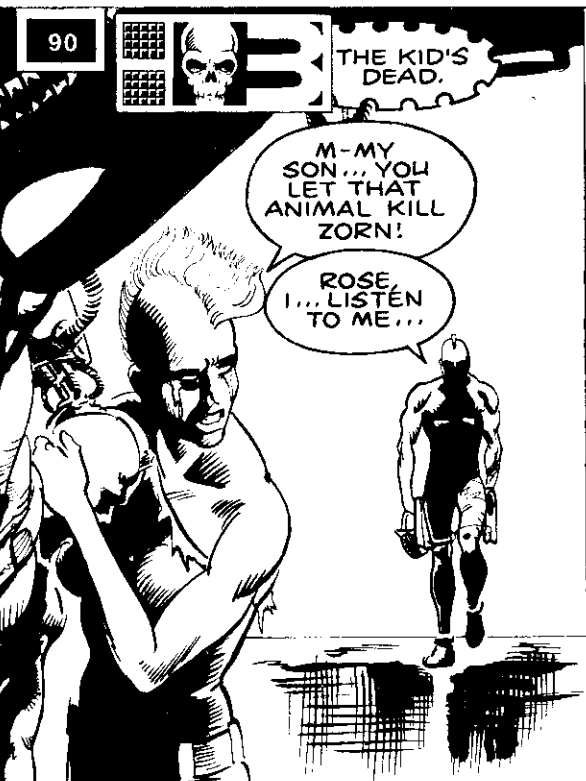
YOU
SCREWED
UP, ROGUE...

90

THE KID'S
DEAD.

M-MY
SON... YOU
LET THAT
ANIMAL KILL
ZORN!

ROSE,
I... LISTEN
TO ME...



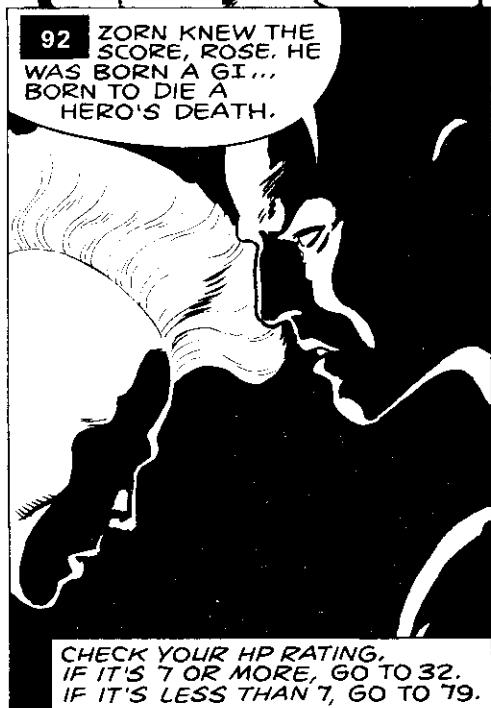
91

I'M SORRY, BUT IT
HAD TO BE THIS
WAY... NOT JUST FOR
OUR SAKES, BUT FOR
THE MILLIONS HAYG
WOULD'VE
SLAUGHTERED...



92

ZORN KNEW THE
SCORE, ROSE, HE
WAS BORN A GI...
BORN TO DIE A
HERO'S DEATH.



CHECK YOUR HP RATING.
IF IT'S 7 OR MORE, GO TO 32.
IF IT'S LESS THAN 7, GO TO 79.

93



WE'LL MAKE 10 METRES BEFORE THE NEXT PACK GETS US... LESS THAN THAT FOR THE ONE AFTER.

THERE'S AN ARMY OF THEM, BUT YOU'RE GETTIN' TIRED...

YOU'RE NEVER GOIN' TO REACH THAT DOOR!



94

LEAVE A CHIP BEHIND, TO BUY US SOME TIME - EVEN IF IT COSTS HIM HIS LIFE!



IF YOU WANT TO LEAVE A BIO-CHIP BEHIND... GO TO 66 IF YOU ALREADY GAVE A CHIP TO ROSE, OR GO TO 70 IF YOU GAVE HER NOTHING. IF YOU WANT TO IGNORE HELM'S SCHEME, GO TO 62.

95

FIVE STIFLING MINUTES LATER, YOU WONDER IF YOU MADE A MISTAKE...

MY LEG - SOMETHING JUST GRABBED IT!

IT MUST BE A ZOMBIE! GET US OUTA HERE, ROGUE!

96

THERE'S ONE IN FRONT, TOO! DO SOMETHING, GUNNAR!

BUT THE ZOMBIES HAVE TRAPPED YOU, AND YOU'LL STAY THERE TILL YOU DIE.



97

AND FIRING WON'T HELP: YOU'LL JUST DIE COVERED IN BLOOD AND GRISTLE. AN UGLY DEATH...



... AND HARDLY AN HEROIC ONE. TEAR UP YOUR HP RATING - THIS IS THE END.

98



YOU LEFT IT TOO LATE FOR A SECOND OPINION.

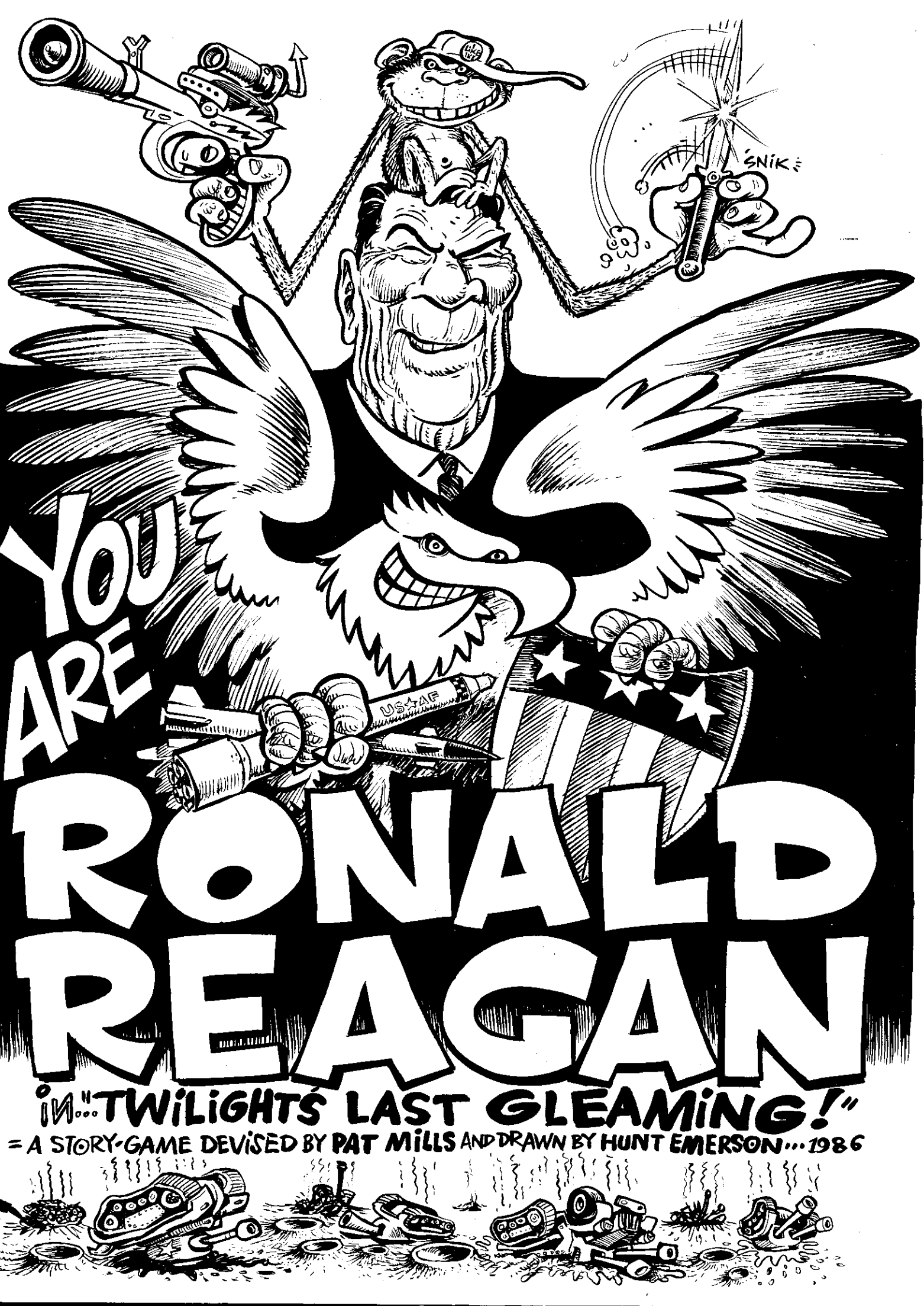
99

YOU HIT THE SLUDGE HARD - AND REALISE IT'S COMPOSED OF HAYG'S EXPERIMENTAL REJECTS.

YOU JOIN THEM ON THE SCRAPHEAP.

GOODBYE, MR CHIPS!





YOU ARE

RONALD REAGAN

IN "TWILIGHT'S LAST GLEAMING!"

= A STORY-GAME DEVISED BY PAT MILLS AND DRAWN BY HUNT EMERSON... 1986



BUT EVEN AS YOU HOLD THE FLAME-HEADED TEMPTRESS IN YOUR ARMS, THERE IS A SHADOW HANGING OVER YOU...





BY FOLLOWING THESE SIMPLE

RULES

SO PAY ATTENTION!
AND THAT INCLUDES YOU, TWINKLETOES!

The object is to take on the role of Ronald Reagan, behaving as you think HE would behave in different situations...to be popular with the American people...and to stop the World being blown up. These three game elements are NOT NECESSARILY COMPATIBLE WITH EACH OTHER - so make your choices with care.

You have won if you reach the end and the World is still in one piece.

You will need to make additions and deductions from your score sheet. To fill it in, note the following.....

★

POPULARITY (POP).

Your popularity rating is 20, plus the roll of one die. Note the total on your score sheet.

ESCAPE TIME.

This will be explained later...if you get that far.

SANITY (SAN).

Decide your sanity for yourself...any number between 1 and 12...whatever you honestly think is appropriate (minus scores are not permitted to begin with). If you don't know your own mind - a good start - roll two dice and note the total on your score sheet.

DECISIONS MADE.

You will have to make a note of some of your decisions as they will affect events later in the story.

IMPORTANT NOTE!

You are NOT (clinically) dead if you get a minus score. Keep playing, Ron!

INTERNATIONAL TENSION (TENS).

Roll one die and note the total on your score sheet.

★



PRESIDENT OF THE UNITED STATES OF AMERICA

NAME _____

POP _____

SAN _____

TENS _____

ESCAPE TIME _____

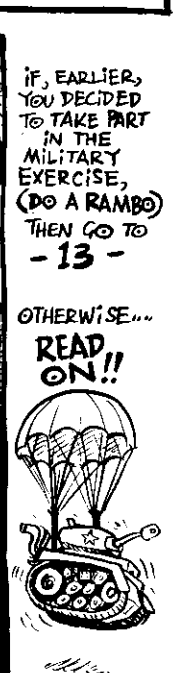
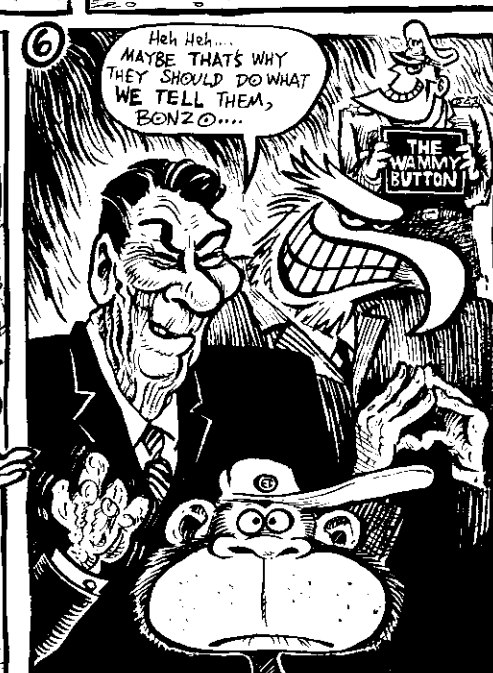
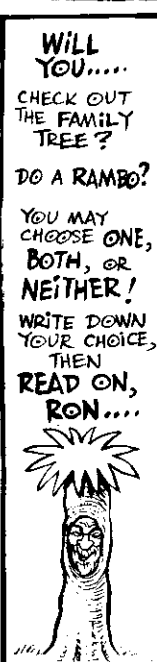
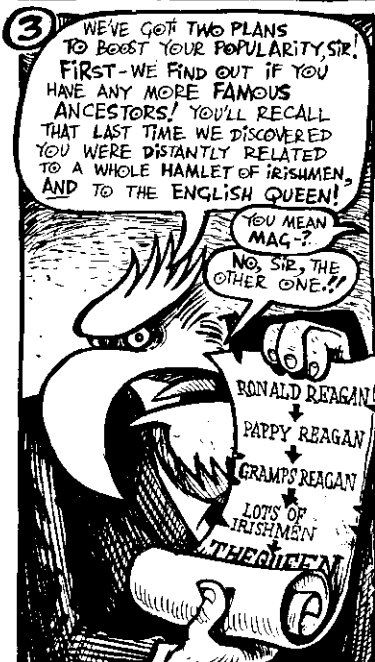
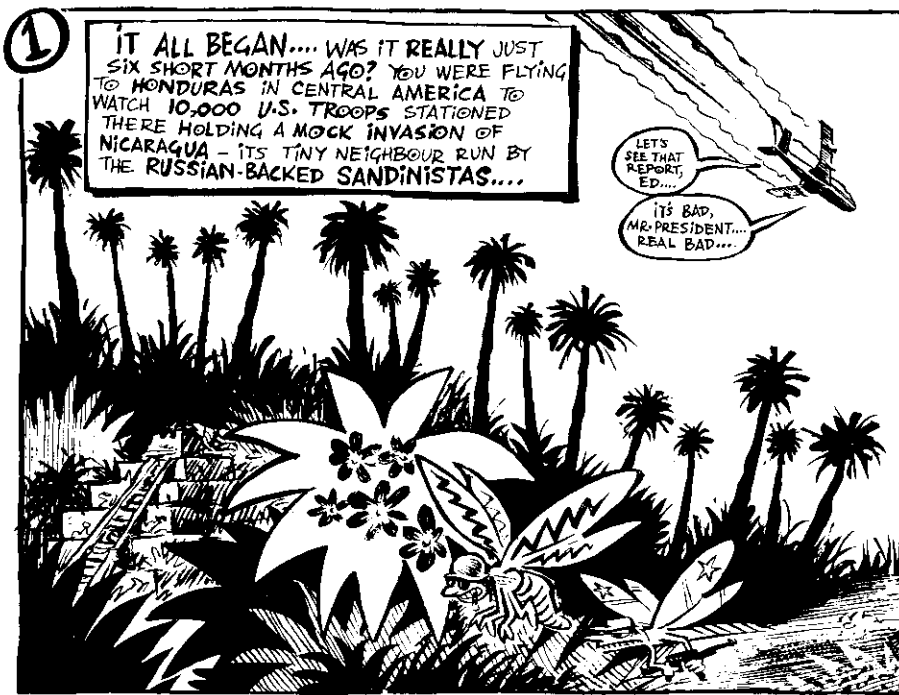
DECISIONS MADE _____

You are now ready to take up office. Good luck, Mr. President. and for all our sakes...BE CAREFUL OUT THERE!

GOT IT? RIGHT! LET'S SEE IF YOU CAN DO ANY BETTER THAN THE PRESENT INCUMBENT!!



Copy this score sheet onto a separate piece of paper for handy reference.



7 AS YOU WATCH YOUR TROOPS IN ACTION WITH THE CONTRAS YOU CONSIDER HOW TO DEAL WITH NICARAGUA....



WILL YOU...

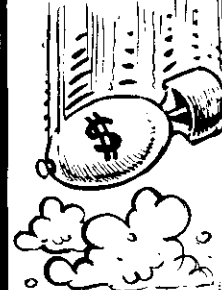
RELEASE MORE
AID TO THE
CONTRAS?

BOMB
NICARAGUA AND
BACK A FULL
CONTRA INVASION?

SEND IN U.S.
TROOPS?

LEAVE
NICARAGUA ALONE,
EVEN IF IT BECOMES
ANOTHER CUBA?

WRITE DOWN
YOUR DECISION,
THEN READ ON...



8 ON THE FLIGHT BACK TO WASHINGTON, YOU TELL THE WHITEHOUSE STAFF YOUR DECISION....



IF, EARLIER, YOU DECIDED TO INVESTIGATE YOUR FAMILY TREE, ROLL ONE DIE FOR CHANCE HERE...NOTE THE NUMBER, THEN GO ON TO 20!

OTHERWISE GO TO 15!

9 OH, RONALD - YOU KNOW HOW MUCH OUR SPECIAL RELATIONSHIP MEANS TO ME?...

WHY SURE, MY LITTLE CRIMPLENETTE!



10 BUT...D'YOU KNOW WHAT WOULD MAKE ME TRULY HAPPY? TO HAVE BRITAIN BECOME THE 51ST STATE OF THE UNION!

BUT IT ALREADY IS, MY LITTLE NIVEA CREAM BUNDLE... YOUR CUTE LITTLE ISLAND'S OUR BIGGEST AIRCRAFT CARRIER!



11 YES, BUT IT'S NOT LEGAL! I WANT IT DONE PROPERLY! RONALD, I WANT YOU TO MAKE AN HONEST WOMAN OF ME!

UHH! UURGH!! HEH...UH! UMPH!!



DO YOU WANT TO HELP HER? GO TO 79!
...OR WOULD YOU RATHER NOT? GO TO 24!

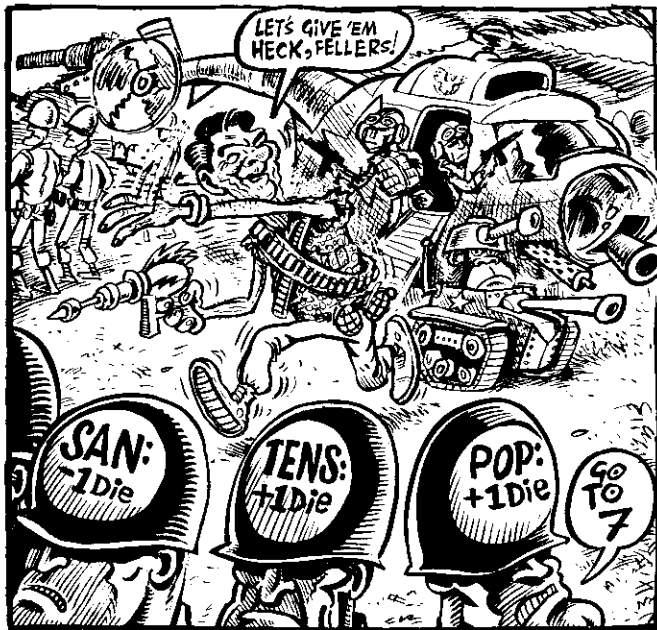
12 IT'S OK, MR. PRESIDENT... FOR A MOMENT WE WEREN'T SURE, BUT NOW THERE'S NO DOUBT...



....YOU'RE DEFINITELY RONALD REAGAN!!!

YOU GO
UPSTAIRS
AND TAKE
A BATH...
GO TO 14!

13 YOU DO A RAMBO.....



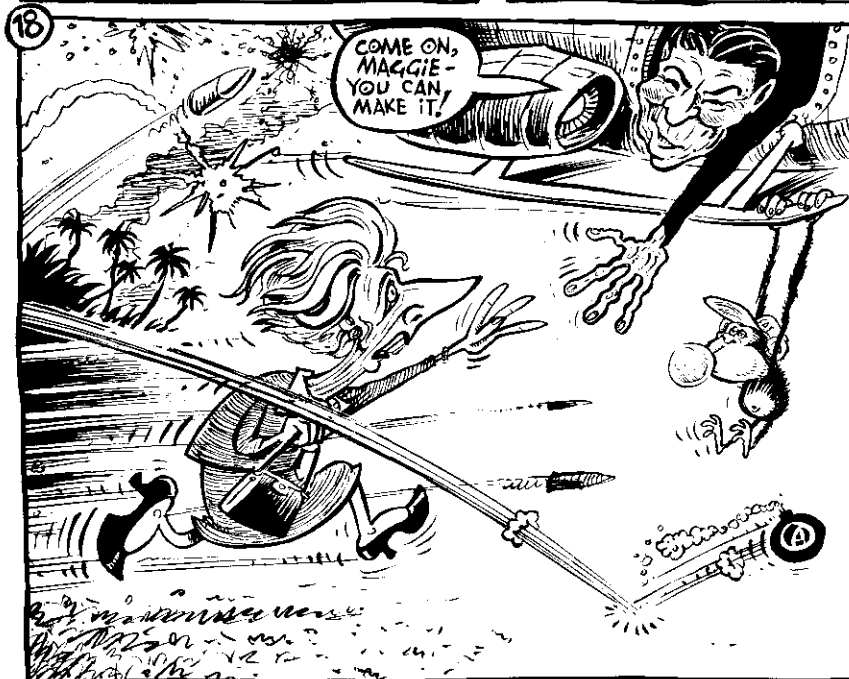
14 YOU PLAY WITH YOUR CONTRA PIRANHA SPEEDBOAT, GIVING IT SUPPORT FROM YOUR HELICOPTER GUNSHIP.....



15 A FEW DAYS LATER, YOU TELL AMERICA YOUR PLANS FOR NICARAGUA!



- WILL YOU TELL THEM YOU'RE GOING TO....
- RELEASE MORE AID TO THE CONTRAS? **Go to 25**
 - BOMB NICARAGUA AND BACK A CONTRA INVASION? **Go to 26**
 - SEND IN U.S. TROOPS? **Go to 27**
 - LEAVE NICARAGUA ALONE? **Go to 88**



- ROLL 3 DICE FOR CHANCE...
- IF IT'S A 1, YOU SAVE HER - **Go to 32!**
 - IF IT'S A 2 OR MORE, YOU FAIL - **Go to 31!**

20 YOU DISCOVER YOU ARE A DISTANT COUSIN OF....



...MRS THATCHER!
POP: +2



...GEORGE WASHINGTON!
POP: +3



...COLONEL GADDAFI!!
POP: -8



...BONZO! Go to
POP: -4 15!

21

SEVERAL WEEKS PASS, DURING WHICH YOUR ADVISERS ADVISE, YOUR FIXERS FIX AND YOUR ARRANGERS ARRANGE FOR ANOTHER SUMMIT WITH SOVIET PREMIER GORBACHEV...



IF YOUR TENSION RATING IS 18 OR MORE, GO TO 98... OTHERWISE, GO TO 37!

22



23



-DO YOU WANNA DANCE WITH HER? Go to 9!
-OR DO YOU HAVE SOMETHING ELSE IN MIND?
...IF SO, WRITE IT DOWN, THEN Go to 52....
-IF YOU'D RATHER GO AND TAKE A NAP... Go to 24!

24

24

AS YOU LEAVE THE GATHERING, YOU ARE CONFRONTED BY BILL CASEY, DIRECTOR OF THE CIA, AND A BUNCH OF SPOOKS....



COME HOME IGGY

...Heh...ah... WHAT IS IT, BILL?

SECURITY CHECK, MR. PRESIDENT!

IF YOUR POPULARITY IS 12 OR LESS...
...OR IF YOUR SANITY IS 1 OR MORE...
-GO TO 61....
-OTHERWISE, GO TO 12!

(25) THE RESULT IS MISERY AND DEATH FOR ORDINARY NICARAGUANS....
SAN:-1DIE•TENS:+3•POP:-3•



ROLL 2 DICE FOR CHANCE.
 -IF IT'S A 2, GO TO 76...
 -OTHERWISE GO TO 75....

(26) THE RESULT IS MISERY AND DEATH FOR ORDINARY NICARAGUANS....
SAN:-1DIE•TENS:+1DIE•POP:-4•



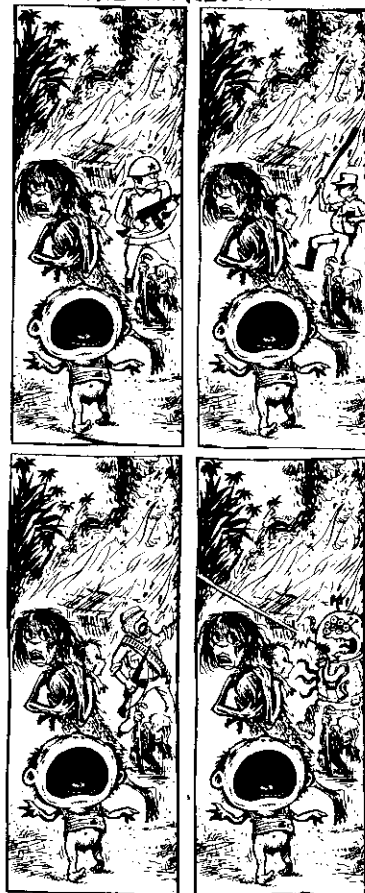
ROLL 2 DICE FOR CHANCE.
 -IF IT'S A 2, 3 OR 4, GO TO 76...
 -OTHERWISE GO TO 80....

(27) THE RESULT IS MISERY AND DEATH FOR ORDINARY NICARAGUANS....
SAN:-1DIE•TENS:+1DIE•POP:-2DICE



ROLL 2 DICE FOR CHANCE.
 -IF IT'S A 2, 3, 4 OR 5, GO TO 76...
 -OTHERWISE GO TO 83....

(28) SEVERAL MONTHS PASS, DURING WHICH THERE IS TROUBLE ELSEWHERE IN THE WORLD....



TENS:+3DICE!!!

(29) AND NOW.... THE FATEFUL DAY HAS ARRIVED... THE BALL AT THE WHITE HOUSE FOR BRITAIN'S PRIME MINISTER....



(30)

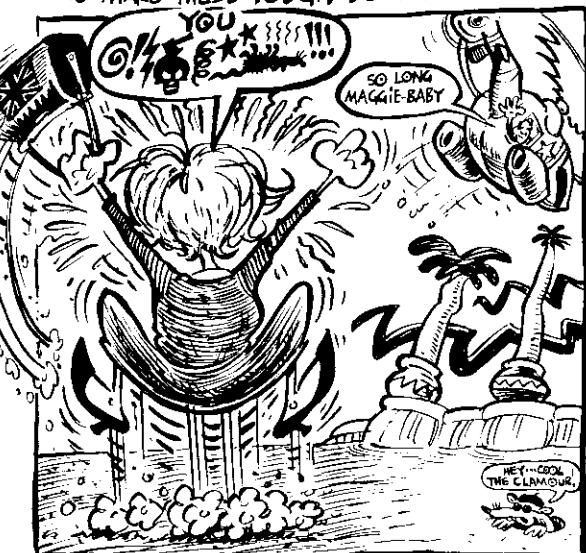
OH, RONALD... SURELY YOU HAVEN'T FORGOTTEN ME?!



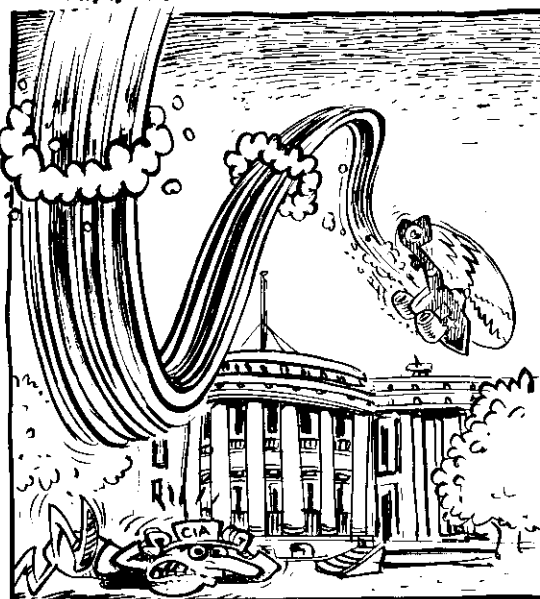
IF YOU THINK IT'S....

- QUEEN MARGARET - Go to 23A
- PRINCESS DAVID - Go to 23B
- MRS GHENGIS KHAN - Go to 23C

- 31** GREAT IS THE SADNESS IN YOUR HEART AT HAVING TO LEAVE HER BEHIND TO HER APPALLING FATE, BUT SOMETIMES YOU HAVE TO MAKE THESE TOUGH DECISIONS....



- 32** THE HELICOPTER MAKES FOR ANDREWS AIRFORCE BASE....



ROLL 2 DICE FOR CHANCE...

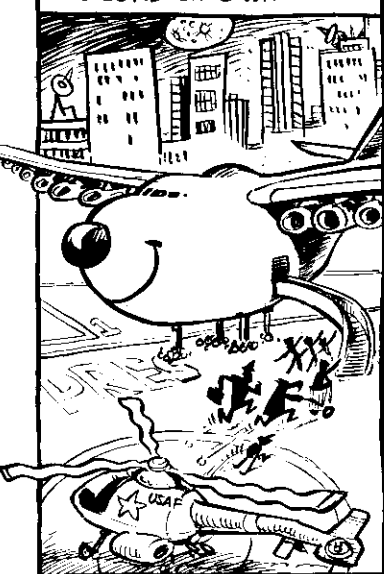
...IF IT'S 2, 3 OR 4 AND 3 MINUTES OR MORE HAVE GONE BY....

Go to (GULP?)
92!

-OTHERWISE...
READ ON!!



- 33** YOU ARRIVE ON TIME! ADD 7 MINUTES TO YOUR SCORE SHEET....



ROLL 2 DICE FOR CHANCE...

...IF IT'S 2, 3, 4 OR 5 AND 10 MINUTES OR MORE HAVE GONE BY...

Go to (R.I.P.)
95!

-OTHERWISE...
READ ON!!



- 34** IT TAKES 2 MINUTES (ADD TO SCORE) FOR YOU TO GET ABOARD YOUR AIRBORNE COMMAND POST, AND TAKE OFF....



ROLL 2 DICE FOR CHANCE...

...IF IT'S 2, 3, 4, 5 OR 6 AND 12 MINUTES OR MORE HAVE GONE BY...

Go to (AAGH!)
96!

-OTHERWISE...
READ ON!!!



- 35** INSIDE THE PLANE... YOU OPEN THE BLACK BAG CONTAINING THE NUCLEAR "GO" CODES, AND A BLACK BOOK - "NUTS" (NUCLEAR UTILIZATION TARGET SELECTION) - WITH A 75 PAGE MENU OF POSSIBILITIES FOR "OPERATION MYSTIC STAR"...



READ ON TO PANEL 36...

- 36** YOU HAVE BEEN GIVEN ONE PREVIOUS BRIEFING ON THE CONTENTS OF "NUTS" AND NOW YOU'VE GOT JUST TWO OR THREE MINUTES TO READ IT AND DECIDE THE FATE OF THE WORLD!

Heh
Heh...

=WHATCHA GONNA DO, RON?

•1: LAUNCH ON WARNING?

--THAT IS-NOW! BUT IT COULD BE A COMPUTER ERROR....

--OR--

•2: LAUNCH UNDER ATTACK?

--THAT IS-WAIT FOR CONFIRMATION OF A SOVIET STRIKE! BUT BY THEN MANY OF YOUR MISSILES WILL BE DESTROYED, AND COMMUNICATIONS KNOCKED OUT....

HEY!
THEY GOT MY FAVOURITE CHOICE!

WHAT CHOICE IS THAT, MR. PRES?

=SO WHAT'S YOUR CHOICE?

•IF IT'S CHOICE 1 SELECT A TARGET A-B-C OR D AND GO TO 87...

•IF IT'S CHOICE 2 SELECT A TARGET A-B-C OR D AND GO TO 94....

=AND WHAT KIND OF ATTACK WILL YOU ORDER?...

•A: A LIMITED STRIKE ON MILITARY TARGETS ONLY?

--BUT THEY'RE CLOSE TO THE RUSSIAN CITIES....

•B: A STRIKE ON RUSSIAN CITIES?

--AND FACE MASSIVE RETALIATION...

•C: A STRIKE AT THE RUSSIAN LEADERS?

--BUT WHO WILL YOU MAKE PEACE WITH?....

•D: A TOKEN STRIKE?

--BUT A SMALL INJURY WILL ALLOW THEM TO HIT BACK.... A BIG INJURY, AND THEY CAN NEVER HIT BACK....



37 YOU GREET THE SOVIET BIG CHEESE FOR THE SUMMIT....



38 MIKHAIL- THIS COULD BE THE START OF A BEAUTIFUL FRIENDSHIP!

Goto 28



TENS: -1 Die
POP: +1 Die

39 I STAND FOR TRUTH, JUSTICE, AND THE AMERICAN WAY!

Goto 28



POP: +2 Dice

40 MAKE MY DAY!

Goto 28



SAN: -1 Die
TENS: +1 Die
POP: -2

41 GRUNGH!

Goto 28



SAN: -2 Dice

42 GORBEY! COME ON OUT WITH YOUR HANDS IN THE AIR!

Goto 28



SAN: -1 Die
TENS: +1 Die
POP: -3

43 FRANKLY, MIKHAIL, I DON'T GIVE A DAMN!

Goto 28



SAN: -1 Die
TENS: +1 Die
POP: -2 Dice

44 GET ME THE RUSSIANS! BIG BANANA ON THE HOT LINE, ED... I GOT A FEW WORDS TO SAY TO THAT TURKEY!



HOT LINE, MR. PRESIDENT?



45 ?



THERE IS NO HOT LINE!!



46 AW, COME ON, ED... WE'VE ALL SEEN THAT RED PHONE IN THE MOVIES - WHEN THE PRESIDENT PREVENTS WORLD WAR THREE AT THE LAST MINUTE!



IT DOESN'T EXIST! AND NEITHER WILL WE UNLESS YOU GET OUT OF THE BATH... NOW!!



47 HUH, HEH... I'VE GOT GOOFIN' ABOUT, ED, AND GET ME THAT HOT LINE!



MR. PRESIDENT!! THE HOT LINE IS JUST A TELEX MACHINE IN THE PENTAGON - WHICH IS ABOUT TO GO UP IN SMOKE - LIKE YOU AND ME, UNLESS YOU MOVE IT!! SIR!!



30 MORE SECONDS HAVE PASSED... WILL YOU?... GET FULLY DRESSED FIRST, THEN ESCAPE... GO TO 82! -OR JUST GRAB A TOWEL AND ESCAPE... GO TO 85!

48 YOU GET DOWN TO THE SERIOUS BUSINESS OF ARMS NEGOTIATION...



WILL YOU TRY FOR..?

- 1: A 50% CUT IN BOTH SIDES' WARHEADS!
- 2: A 50% CUT IN BOTH SIDES' WARHEADS, AND A BAN ON STAR WARS!
- 3: A REDUCTION IN SOVIET \$520 AND U.S. CRUISE MISSILES!
- 4: REFUSAL TO REDUCE ANYTHING!

=WRITE DOWN YOUR DECISION AND READ ON...

49 THE DAY WEARS ON....



50AND ON....



51AND ON... IT'S NEARLY TEN O'CLOCK - YOUR BEDTIME!



WILL YOU...?

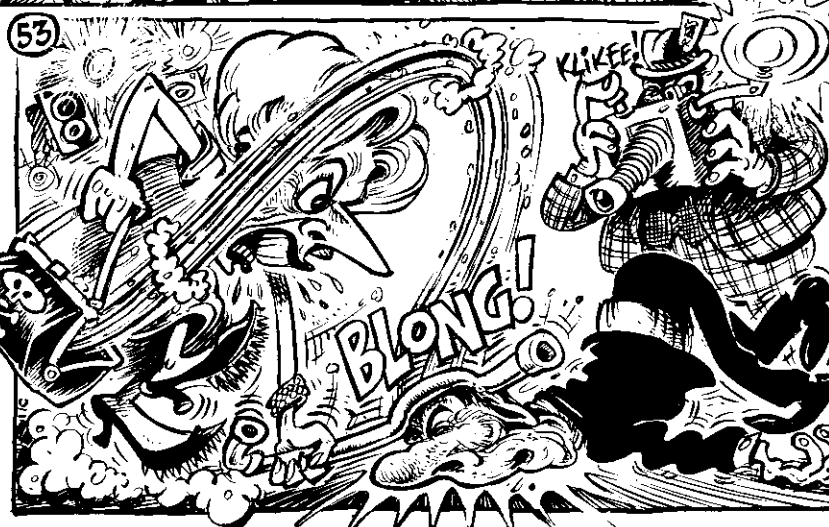
- A: SAY "TO HECK WITH IT" AND GO TO BED....
- B: DOODLE HORSEYS AND PRETEND TO BE LISTENING....
- C: HAVE A JELLYBEAN AND TRY TO CONCENTRATE....
- D: TALK TO GORBACHEV ABOUT YOUR OLD MOVIES....

=WRITE DOWN THE LETTER OF YOUR CHOICE, AND GO TO 78!!

52 OH, YOU WOULD, EH?



53



THIS PRICELESS MOMENT IS CAUGHT BY THE WORLD'S PRESS, AND YOUR APPALLING SUGGESTION CAUSES A PUBLIC SCANDAL! LOSS OF POP: -12

=WILL YOU NOW SMOOTH THINGS OVER BY DANCING WITH HER?

=GO TO 9....

=OR WILL YOU HIT THE ZIZZER? GO TO 24!

54 YOU REACH AGREEMENT WITH THE SOVIETS ON REDUCING ARMS....

55



= IF IT WAS ON ...

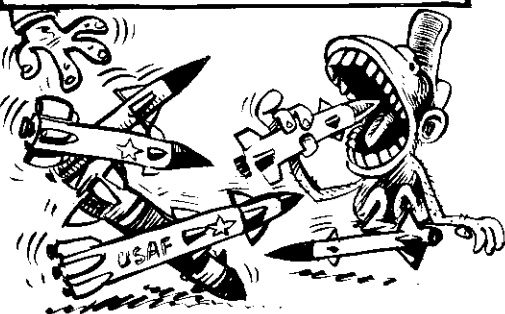
• 1: 50% CUT IN WARHEADS -
SAN: +1DIE • TENS: -12 • POP: +2DICE

• 2: 50% CUT AND BAN ON
STAR WARS -

SAN: +2DICE • TENS: -18 • POP: +1DIE

• 3: REDUCE CRUISE AND SS20 MISSILES -

SAN: +1DIE • TENS: -8 • POP: +1DIE



PHEEE-HUW!!!
THAT'S ONE BIG LOAD
OFFA MY MIND,
GORBY OL' FELLER!

DA!
ME TOO,
RON-
BOY!

57 LATER, AT A FAREWELL BANQUET FOR THE RUSSIANS....



MY FELLOW AMERICANS,
AND...ER... RUSSIANS... WE
HAVE TODAY SET LIGHT
TO THE DOVE OF PEACE!
SOON, EACH AND EVERY ONE
OF US WILL NO LONGER...ER...

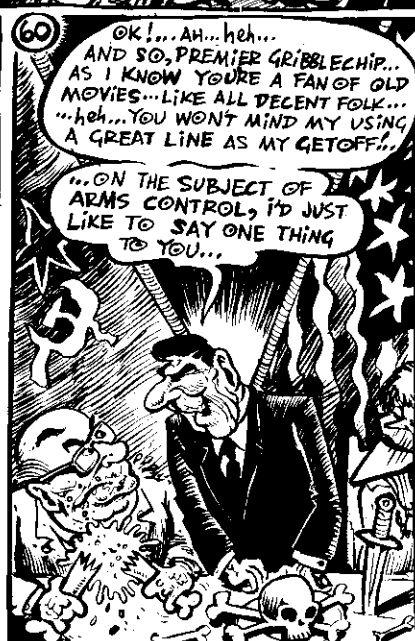


...NO LONGER...uh...
ah...THAT IS...oh...er...
NO LONGER...heh...



...ah...heh...
NANCY, I FORGOT
WHAT COMES NEXT!

WELL,
HONEY,
END THE
USUAL
WAY...
WITH AN OLD
MOVIE LINE!



OK!...AH...heh...
AND SO, PREMIER GRIBBLECHIP...
AS I KNOW YOU'RE A FAN OF OLD
MOVIES...LIKE ALL DECENT FOLK...
...heh...YOU WON'T MIND MY USING
A GREAT LINE AS MY GETOFF...

...ON THE SUBJECT OF
ARMS CONTROL, I'D JUST
LIKE TO SAY ONE THING
TO YOU...

= WHICH FAMOUS OLD
MOVIE WILL YOU PICK
A LINE FROM?...

• RAMBO-Go to 41...

• GONE WITH THE WIND-
Go to 43...

• ANY JOHN WAYNE PIC-
Go to 42...

• CASABLANCA-
Go to 38...

• MAGNUM FORCE-
Go to 40...

• SUPERMAN...
Go to 39...

61 THIS IS RATHER EMBARRASSING, SIR, BUT WE HAVE REASON TO BELIEVE YOU MAY NOT BE THE REAL RONALD REAGAN!

YEAH, GLOSS-HEAD! YOU BEEN ACTIN' KINDA KOOKY JUST LATELY!...

WELL...ooh... heh... I...er... I NEVER WAS MUCH OF AN ACTOR...

62 S'TRUE!... BUT SOME OF YOUR DECISIONS AREN'T ONES THE REAL RONNIE WOULD MAKE!

WE THINK YOU MAY BE AN IMPOSTOR! ...SOME CRAZED LOON WHO HAS TAKEN OVER THE PRESIDENTS BRAIN!!!

63 WE WANT YOU TO TAKE THIS SIMPLE LIE DETECTOR TEST...

...JUST ANSWER YES OR NO TO THE FOLLOWING...

...HEAVY WHAT'S THE IN-FLIGHT MOVIE?

•A: DO YOU BELIEVE = 80% OF AIR POLLUTION IS CAUSED BY TREES?...

•B: DO YOU CONSULT AN ASTROLOGER BEFORE MAKING IMPORTANT DECISIONS?...

•C: DID YOU INVITE YOUR MOTHER-IN-LAW ON YOUR HONEYMOON?...

LOOKOO!

=WRITE DOWN YOUR ANSWERS AND GO TO 81!...

64 YOU RACE TOWARDS YOUR HELICOPTER...

LOOK! A BLACK MAN WEARING THE MASK OF OUR BELOVED LEADER!

IT CAN'T BE "RAWHIDE" - NO RADAR BLEEP!

- YOU USUALLY WEAR A RADAR DEVICE SO YOU CAN BE TRACKED AT ALL TIMES! ...READ ON...

65 SOME KINDA NUT! YOU KNOW SECRET SERVICE RULES...

YEAH! NO WARNING SHOTS!

BAM KAPAKAPA SPKEEOW! TATATA KRAMKA POW

66 HOLD IT YOU GUYS! IT IS "RAWHIDE"! HE TOOK OFF HIS AERIAL TO HAVE A BATH!...

Yikes! REDS IN THE FLOWERPOTS, ED!!

BY THE TIME THEY REALIZE THEIR MISTAKE, 2 MINUTES HAVE PASSED! YOU JOIN NANCY ON BOARD THE HELICOPTER....

67 BUT AS YOU TAKE OFF, ANOTHER FIGURE SCUTTLES INTO VIEW...

=WILL YOU..?

•REGRETFULLY LEAVE HER BEHIND.... Go to 31!

•ORDER THE HELICOPTER TO LAND AND WAIT FOR HER... Go to 91!

•RAMBO-LIKE, PULL HER TO SAFETY... Go to 18!

WAAAK!! WAIT FOR ME! WAIT FOR ME! SKWAAAK!!!

68 YOUR BATH-TIME TACTICS ARE HOTTING UP!... YOU GET A STRIKE!... YOUR GUNSHIP 'TAKES OUT' A BOTTLE OF YOUR HAIR DYE....



THE BATH FILLS WITH BLACK DYE....

69 SUDDENLY...



MR. PRESIDENT!! YOU'RE GONNA DIE!!!

70 THE RUSSIANS HAVE LAUNCHED A DECAPITATION ATTACK!

OH... YOU MEAN THEY'RE GOIN' AFTER CAP WEINBURGER?

BAM BAM

No... YOU!!

71 WE'VE JUST RECEIVED A REPORT OF A NUCLEAR MISSILE FROM A SOVIET SUB HEADING STRAIGHT FOR WASHINGTON!

...ooh...er...heh... WHADDAYA KNOW!... ...oh...heh... HOW LONG WE GOT, ED?

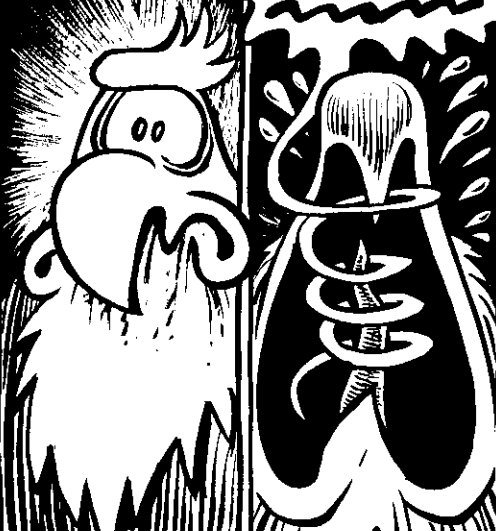


72 AT MOST 17 MINUTES TO IMPACT....



...BUT IF IT'S ON A LOW TRAJECTORY...

...WE GOT 3 MINUTES!



MAKE A NOTE... 30 SECONDS HAVE PASSED... AND READ THE HYSTERICAL NOTE AT FRAME 73!...

73 HYSTERICAL NOTE!!!

Oh My Gaahd!

...IN THE EVENT OF A NUCLEAR WAR, A DECAPITATION ATTACK ON WASHINGTON IS QUITE LIKELY...

Whimper...

...THE PLAN TO DEAL WITH IT IS AS FOLLOWS....

★ THE PRESIDENT MUST STOP WHAT HE'S DOING AT ONCE (!), GET OUT OF THE WHITE HOUSE, AND BE RUSHED BY HELICOPTER TO NEARBY ANDREWS AIRFORCE BASE (A JOURNEY OF 7 MINUTES), WHERE HIS AIRBORNE COMMAND POST IS WAITING TO TAKE OFF... BEFORE IT'S BLOWN UP ON THE RUNWAY....

★ THE PRESIDENT THEN DIRECTS THE NUCLEAR WAR FROM THIS 'FLYING BUNKER', AND STAYS IN THE AIR UNTIL IT'S ALL OVER!

Shivvle...we're all doomed!...

74 ...er...ooh...heh... OKAY...AWRIGHT... ooh...heh... I'M IN CONTROL... heh...phew...



WITH THIS INCREDIBLY SOPHISTICATED PLAN IN MIND, WILL YOU...?

• CALL MR. GORBACHEV ON THE HOT LINE IN CASE IT'S A GHASTLY MISTAKE OR COMPUTER ERROR (IT'S HAPPENED BEFORE!...)

Go to 44!

• GET FULLY DRESSED AND ESCAPE....

Go to 82!

• GRAB A TOWEL TO PUT ROUND YOU AND GET OUT FAST....

Go to 85!

75

THE CONTRAS ATTACK FAILS.
WILL YOU NOW...?
RELEASE MORE AID TO THEM, GO BACK
TO 25.
BOMB NICARAGUA AND BACK A FULL-
SCALE CONTRA INVASION, GO TO 26.
SEND IN U.S. TROOPS, GO TO 27.
LEAVE NICARAGUA ALONE, GO TO 88.

76

THANKS TO YOU, THE SANDINISTAS
ARE OVERTHROWN AND THE CONTRAS
GAIN POWER. YOU ANNOUNCE PEACE
IN CENTRAL AMERICA.
TENS: - 1 DIE, POP: + 2 DICE. GO TO 86.

77

YOU SAY TO GORBACHEV:
"WELCOME TO WASHINGTON".
SAN: + 3.
GO TO 48.

78

NEXT DAY IS THE END OF THE
SUMMIT...AND TIME TO SEE IF YOU
REACHED AGREEMENT...
ROLL 2 DICE FOR CHANCE.
IF YOU MADE DECISION...
A) 2, 3, OR 4 BRINGS AGREEMENT.
B) 2, 3, 4 OR 5 BRINGS AGREEMENT.
C) ANY NUMBER FROM 2 TO 8 BRINGS
AGREEMENT.
D) 2 BRINGS AGREEMENT. (YOU TALKED
ABOUT YOUR OLD MOVIES LAST TIME
AND HE'S STILL RECOVERING. IT WAS
ALSO ONE OF THE REASONS YOUR FIRST
WIFE DIVORCED YOU).
IF YOU REACHED AGREEMENT, GO TO
54.
IF YOU DID NOT, OR REFUSED EARLIER
TO REDUCE ANYTHING, GO TO 97.

79

YOU ANNOUNCE YOUR PLANS FOR
BRITAIN TO BECOME THE 51ST STATE OF
AMERICA. THE MOVE IS EXTREMELY
WELL RECEIVED BY THE PEOPLE (OF
AMERICA).
POP: + 2 DICE.
EXHAUSTED BY ALL THE EXCITEMENT
YOU MAKE FOR BED, GO TO 24.

80

YOUR BOMBING UNITES THE
POPULATION AND THE CONTRA
INVASION IS MET BY FIERCE
RESISTANCE. WILL YOU NOW...?
SEND IN U.S. TROOPS, GO TO 27.
LEAVE NICARAGUA ALONE, GO TO 88.

81

IF YOU ANSWERED "YES" TO A) SAN: - 2.
B) SAN: - 1. C) SAN: - 3. (IN THE PAST,
YOU ANSWERED "YES" TO ALL THREE).
IF YOU ANSWERED "NO" TO A) SAN: +
3. B) SAN: + 2. C) SAN: + 6.
IF YOUR SAN IS NOW 0 OR LESS, GO TO
12. IF IT IS 1 OR MORE, GO TO 22.

82

YOU GET FULLY DRESSED
(1 MINUTE) AND RUN DOWN THE STAIRS
(30 SECONDS), ACROSS THE WHITE
HOUSE LAWN (1 MINUTE) TO YOUR
WAITING HELICOPTER WITH NANCY
ALREADY ON BOARD. GO TO 67.

83

THE SANDINISTAS ARE WELL
PREPARED AND THE INVASION BOGS
DOWN INTO A LONG, DRAWN-OUT
VIETNAM-STYLE WAR.
YOU LOST POPULARITY AT HOME
BECAUSE IT WAS U.S. TROOPS THAT
DIED. WILL YOU NOW...?
SEND IN MORE U.S. TROOPS, GO BACK
TO 27.
LEAVE NICARAGUA ALONE, GO TO 88.

84

YOU SAY TO GORBACHEV:
"WELCOME TO MOSCOW".
SAN: - 3.
GO TO 48.

85

IF EARLIER YOU KNOCKED OVER YOUR
HAIR DYE, GO TO 64.
IF YOU DID NOT, GO TO 90.

86

BUT BY INTERFERING IN THE AFFAIRS
OF NICARAGUA, YOU MAY HAVE
DESTABILISED OTHER LATIN
AMERICAN COUNTRIES.
ROLL 2 DICE FOR CHANCE. IF IT'S A 2, 3,
OR 4, THERE IS MORE TROUBLE IN THE
REGION.
TENS: + 1 DIE.
OTHERWISE THINGS REMAIN CALM.
GO TO 21.

87

IF TENS IS 10 OR MORE, GO TO 109. IF
LESS, GO TO 110.

88

YOU LEAVE NICARAGUA ALONE TO
DECIDE ITS OWN DESTINY.
SAN: + 12. TENS: - 1 DIE, POP: + 1 DIE.
GO TO 93.

89

YOU SAY TO GORBACHEV:
"WELCOME TO THE PLEASURE DOME".
SAN: - 2 DICE.
GO TO 48.

90

YOU WRAP A TOWEL ROUND YOU AND
RUN DOWN THE STAIRS (30 SECONDS).
ACROSS THE WHITE HOUSE LAWN (1
MINUTE) TO YOUR WAITING
HELICOPTER WITH NANCY ALREADY
ON BOARD. GO TO 67.

91

THE HELICOPTER LANDS AGAIN AND
PICKS MRS. THATCHER UP. THIS TAKES
2 MINUTES. GO TO 32.

92

IF TENS IS 10 OR MORE, GO TO 108. IF
LESS, GO TO 33.

93

BUT BY LEAVING NICARAGUA ALONE,
YOU HAVE ENCOURAGED OTHER LATIN
AMERICAN COUNTRIES TO FOLLOW ITS
EXAMPLE.
ROLL 2 DICE FOR CHANCE. IF IT'S
A 2, 3 OR 4, THEY SUCCEED IN FORMING
COMMUNIST-TYPE GOVERNMENTS.
TENS: + 1 DIE.
OTHERWISE THEY REMAIN PRO-
AMERICAN.
GO TO 21.

94

WHILE YOU WAIT FOR CONFIRMATION,
YOU MAKE A FRANTIC CALL TO
MOSCOW EXPLAINING YOUR PEACEFUL
INTENTIONS. REDUCE TENS BY - 6.
IF TENS IS NOW 10 OR MORE, GO TO 99.
IF LESS, GO TO 111.

95

IF TENS IS 10 OR MORE, GO TO 108. IF
LESS, GO TO 34.

96

IF TENS IS 10 OR MORE, GO TO 108. IF
LESS, GO TO 35.

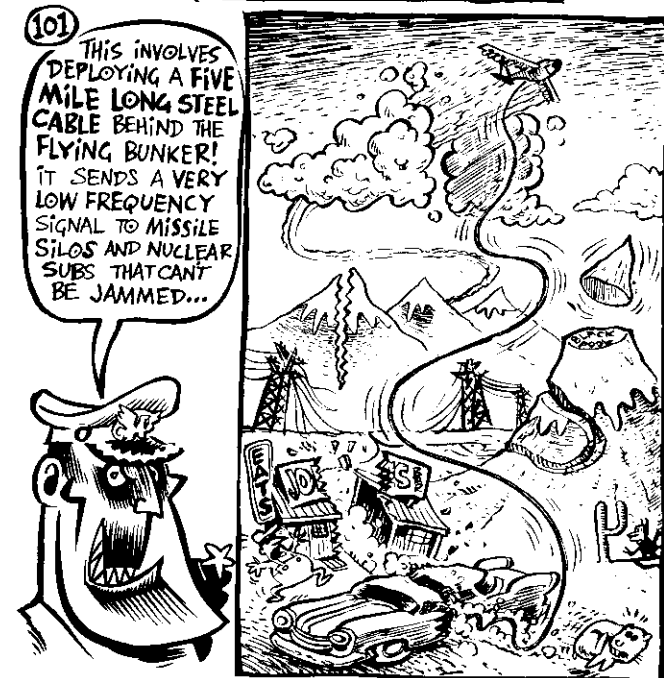
97

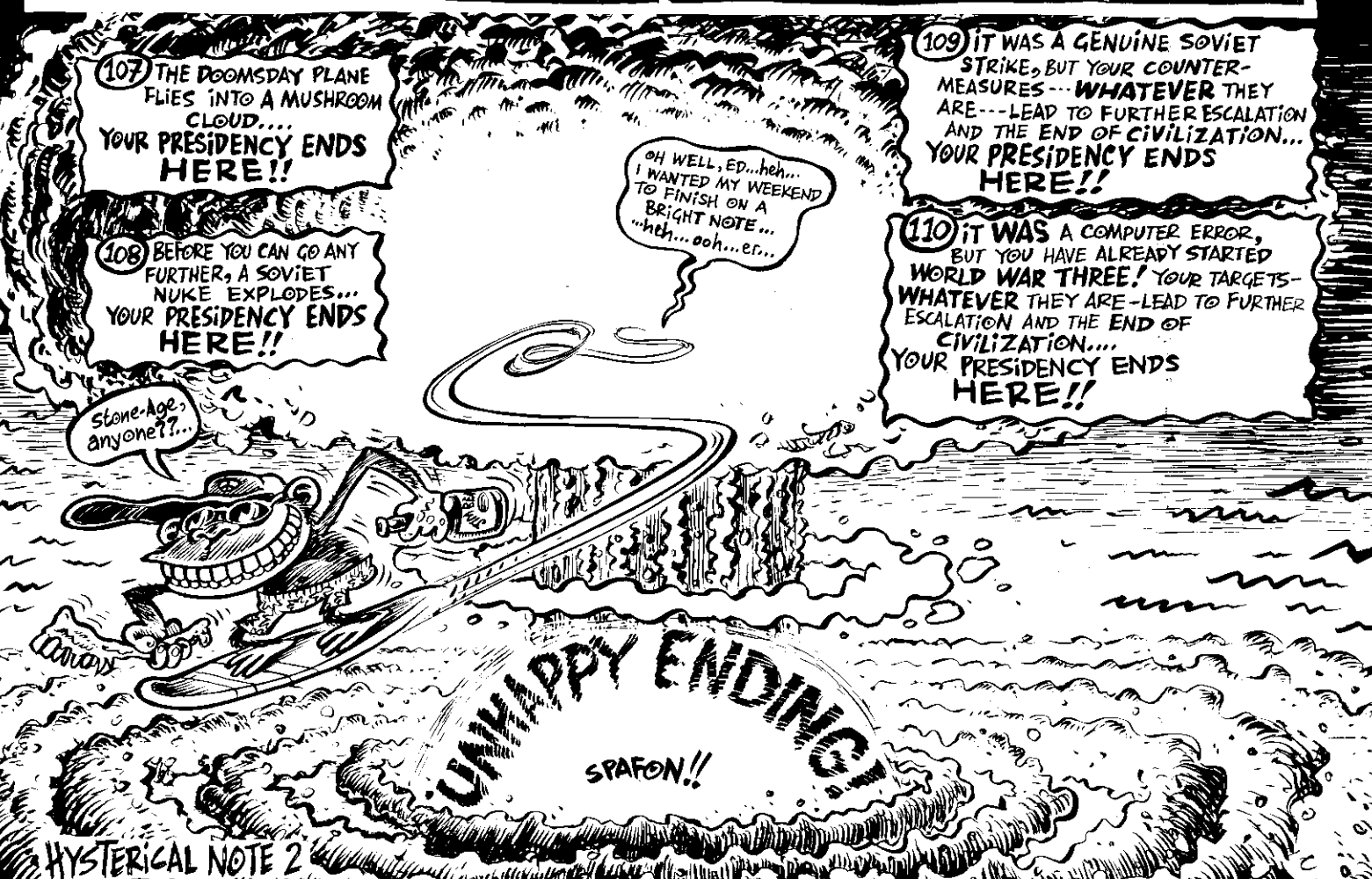
YOU FAIL TO REACH AGREEMENT WITH
THE SOVIETS ON ARMS CONTROL...
SAN: - 1 DIE, TENS: + 1 DIE, POP: - 1 DIE.
HOWEVER, YOU MANAGE TO PATCH
THINGS UP WITH GORBACHEV ENOUGH
TO MAKE A FRIENDLY FAREWELL
SPEECH.
GO TO 57.

98

DUE TO THE HIGH INTERNATIONAL
TENSION YOU HAVE CREATED,
GORBACHEV REFUSES TO MEET YOU
AND THE SUMMIT IS CALLED OFF. THIS
INCREASES TENS: + 1 DIE.
GO TO 28.







HYSTERICAL NOTE 2

THE EVENTS IN THIS GAME ARE BASED ON **FACT!** FOR INSTANCE...

...WHEN A NUCLEAR EXERCISE WAS CARRIED OUT IN PRESIDENT CARTER'S TERM OF OFFICE, HIS SECRET SERVICE AGENTS OPENED FIRE ON THE HELICOPTER SENT TO WHISK HIM TO SAFETY!!...

...IN 1979, THERE WAS A NUCLEAR ALERT WHEN A TRAINING TAPE WAS FED INTO THE EARLY WARNING SYSTEM!!...

...THE FIVE MILE LONG COMMUNICATION CABLE REALLY EXISTS- CIVILIZATION COULD, LITERALLY, HANG ON A THREAD!!...

...etc...etc...etc...
MAIN SOURCES:
-The Button-Daniel Ford-
-S.O.P.-P.Pingale + W.Arkin-
-Time Magazine-
...etc...etc...

111 NEW DATA COMES THROUGH! THE "ATTACK" ON WASHINGTON WAS A MISTAKE - A TRAINING TAPE WRONGLY FED INTO THE EARLY WARNING SYSTEM! YOU ORDER A DE-ALERT - IT'S ALL OVER! YOU'VE SAVED THE WORLD!!!
GOOD BOY, RON!



You Are Dice Man

MURDER ONE

STORY/GAME PAT MILLS
ART STEVE DILLON
LETTERING TOM FRAME



LIEUTENANT MCSWEENEY AND GEOFF CASCADE FIND YOU IN YOUR 'OFFICE'. YOU HAVE SEVERAL ACROSS TOWN. THIS ONE'S CALLED **MURPHY'S BAR**. CASCADE IS THE NEW DISTRICT ATTORNEY... SMART, ENTHUSIASTIC, ON THE WAY UP.

YOU WONDER WHY HE SHOULD WANT TO MEET YOU... SCRUFFY, DEPRESSED, ON THE WAY DOWN.

COME IN, GENTLEMEN. CAN MY **SECRETARY** GET YOU ANYTHING?

WHISKY. A DOUBLE IF YOU'RE PAYING, FORTUNE.

CLUB SODA.

CASCADE TELLS YOU YOUR ARCH ENEMY, **LADY DIE**, IS ON TRIAL FACING 3 CHARGES OF **MURDER ONE**.

...BUT THE STATE WITNESSES AGAINST HER HAVE DIED IN STRANGE CIRCUMSTANCES. THREE COMMITTED SUICIDE... A FOURTH WAS FOUND IN A LOCKED ROOM WITH HIS THROAT RIPPED OUT... A FIFTH WENT MAD...

KEPT SCREAMING A **THREE-HEADED DEMON** WAS AFTER HIM.

THEY WANT YOU TO PROTECT THE ONLY SURVIVING WITNESS - **ART DRUKMAN**, A CRIMINAL ASSOCIATE OF **LADY DIE**'S - FROM SUFFERING A SIMILAR FATE...

YOU THINK **LADY DIE**'S USING **SUPERNATURAL FORCES** AGAINST THEM?

IT PAINS ME TO SAY SO - BUT, YES. ALL THE EVIDENCE SUGGESTS THEY WERE SCARED TO DEATH BY SOMETHING... UNEARTHLY.

AND IF THERE IS ANYTHING IN THIS DEMON BUSINESS, MAYBE IT TAKES A WEIRDO LIKE YOU TO STOP 'EM!

YES, I'M IMPRESSED BY YOUR RECORD AS A PSYCHIC INVESTIGATOR, MR FORTUNE.

HOW IMPRESSED?

FIVE HUNDRED DOLLARS IF DRUKMAN MAKES THE WITNESS STAND.

A THOUSAND... PLUS EXPENSES.

VERY WELL. I'LL AUTHORISE PAYMENT.

WAIT A MINUTE! THAT'S MORE THAN I MAKE IN SIX MONTHS!

YEAH, BUT **TALENT** DON'T COME CHEAP, MCSWEENEY.

ALL RIGHT... **DICEMAN**... YOU CALL THE SHOTS FOR NOW. BUT IF DRUKMAN DOESN'T TESTIFY, AND **LADY DIE** LEAVES THAT COURTROOM A FREE WOMAN...

IT'LL BE YOUR ASS IN THE HOT SEAT!

YOUR LATEST CASE IS ABOUT TO BEGIN. TO PROTECT DRUKMAN, YOU WILL NEED YOUR **DICE OF DESTINY** AND THE 'INSTRUCTION MANUAL' YOU RECENTLY DISCOVERED... **THE DEVILS DIRECTORY!**

The Devils Directory!

Since you stole the DÖRTMUND CODEX, the legendary DEVILS DIRECTORY, from LADY DIE, everything is falling into place. For the Codex is an ancient 'instruction manual' that tells you how to CONTROL the DICE OF DESTINY – two ancient stone dice from Atlantis, storehouses of astral power.

Although much of the manuscript remains to be translated, it has already yielded valuable information. Below, taken from your diary, is a summary of what you have discovered so far...

September 1st

I now know the meaning of the sixth face of the dice – 'The Bat'. To activate it, I concentrated on the number six until the shadow of a monstrous bat appeared. I could then levitate the dice to any numbers required.

It is no longer necessary to rely on random throws!

September 3rd

More discoveries! The correct way to unleash the different 'Forces' on the dice is in *combination* with each other.

For instance, to use 'The Web' correctly to make an enemy slow and clumsy, I select the following numbers:

- 6 – THE BAT (LEVITATES DICE)
- 2 – THE KEY (CONTROLS AND DIRECTS THE POWER)
- 1 – THE WEB (DISTORTING TIME AND SPACE)
- 4 – THE FIST (AFFECTING AN ENEMY'S STRENGTH AND AGILITY)

I tried this on my landlady today with interesting results (fortunately no bones were broken).

September 10th

This is the ultimate numbers racket! It's possible to levitate people and objects and even to 'teleport' using different combinations on the dice.

At first, I tried a simple experiment on a cat feeding from a dustbin in the alley below. Thus....

- 6 – THE BAT (LEVITATES DICE)
- 2 – THE KEY (CONTROLS AND DIRECTS THE POWER)
- 6 – THE BAT (LEVITATES PERSON OR OBJECT)

Selecting 626, I levitated the startled animal up to my window sill in the blink of an eye! Unfortunately, a momentary loss of concentration caused me to drop it again – just as my landlady was passing underneath. The wretched animal was violently ill on her.

The Devils Directory also describes how to teleport (levitate through solid objects) by adding on the end...

- 1 – THE WEB (DISTORTING TIME AND SPACE)

September 15th

For now, I must stop translating the Directory while I concentrate on the more urgent task of earning money (I cannot keep teleporting past my landlady).

Although I can now use the Dice of Destiny as often as I wish, there is a price to be paid... a rise in the 'SPIRIT LEVEL'. Ever since my experiments began, a strange coldness has gripped my apartment, green slime runs down the walls (even more than usual), and my neighbour swears he saw a 'spectre' the other evening.

Other tenants in the building (judging by the paleness of their faces) have had similar visitations. Indeed this morning I overheard them whispering to my landlady about the prospect of my eviction.

October 1st

On returning to the book, I have read how I can – at last – control Astragal, the monstrous Guardian of the Dice. I can see why I failed before because the correct numbers are...

- 6 – THE BAT (LEVITATES DICE)
- 2 – THE KEY (CONTROLS)
- 3 – ASTRAGAL (SUMMONS HIM)

With the addition of the all-important control number, he no longer treats me as an imbecile – someone he'd like to rip to shreds. Now he seems to respect and even like me.

It was unfortunate that my landlady should have chosen a moment when Astragal was present to enter and discuss complaints from the other tenants. Whilst I was able to restrain him from carrying out his usual bestial desires, the sight of the leering three-headed demon caused the poor woman much distress.

I have sent some flowers to the asylum with a note wishing her a speedy recovery.

DICING WITH DEATH

UNLIKE PREVIOUS GAMES, YOU DO NOT ROLL THE DICE AT RANDOM. NOW YOU HAVE THE DEVILS DIRECTORY, YOU CAN SELECT THE FORCES (NUMBERS) YOU REQUIRE BY LEVITATING THE DICE AS DESCRIBED IN YOUR DIARY.

You may choose the WEB, the KEY and the FIST from the list opposite. Do not select ASTRAGAL or the BAT (to levitate or teleport) UNTIL YOU NEED THEM.

But note the warning in your diary that each Force you choose will mean an increase in the SPIRIT LEVEL. This could result in your death, loss of sanity, or the loss of sanity of the man you're protecting. LADY DIE may also cause the SPIRIT LEVEL to rise.

You will not know – until it is too late – whether you have exceeded a safe SPIRIT LEVEL.

During the adventure, you may add to your Forces, noting them down with their Spirit Level 'cost' on your score sheet. You may use ASTRAGAL and the BAT more than once, but the effect of the other Forces will last for the duration of the adventure.

THE DICE OF DESTINY

(Their powers – based on your translation of the Devils Directory so far)

- 1. THE WEB.** (6214) SPIRIT LEVEL (SL) COST : 1 DIE.
Distorts the Web of Time and Space. Allows you to walk through shadows unseen. Affects an enemy's strength and agility – makes them slow and clumsy.
- 2. THE KEY.** (622) SL COST : 1 DIE.
Sharpens your mental powers and increases your personal appeal.
- 3. ASTRAGAL.** (623) SL COST (for each appearance) : 2 DICE.
Summons Astragal, the Guardian of the Dice.
- 4. THE FIST.** (624) SL COST : 1 DIE.
Increases your strength and agility.
- 5. LIGHTNING.** (625?) STILL INVESTIGATING.
This number – in combination with others yet to be discovered – summons creatures from Time and Space and other worlds. **Currently not in use.**
- 6. THE BAT.**
LEVITATION (626) SL COST (for one use) : 1 DIE.
TELEPORT (6261) SL COST (for one use) : 2 DICE.
Allows you to levitate or to teleport yourself, another person or object through space.

RULES

1) Note the Force or Forces you wish to control on your score sheet. Do not select ASTRAGAL or the BAT until required.

2) Roll one die for the SPIRIT LEVEL (SL) cost of each Force chosen. Make a note of the total SL on your score sheet.

3) Your PHYSICAL POWER is 20. Your MIND POWER is 16. Record them on your sheet.

If you control...
THE KEY – Add 10 to your MIND POWER. **THE FIST** – Add 15 to your PHYSICAL POWER.

4) Your assignment is to guard ART DRUKMAN. His MIND POWER is 20. Record it on your score sheet.

5) Should your PHYSICAL POWER be reduced to zero you are dead. Should the MIND POWER of either of you be reduced to zero that person is incurably insane. In these circumstances you have failed and the game is over. Ratings close to zero may also lead to you failing.

6) Keep your eyes open for clues, suspicious behaviour and so on, as one or more of the HOTEL GUESTS may be working for LADY DIE. Note clues down on your score sheet. Make a copy of it for handy reference.

PHYSICAL POWER (PHYS. POW) _____

MIND POWER (M. POW) _____

DICE FORCES _____

SPIRIT LEVEL (SL) _____

DRUKMAN'S MIND POWER
(DRUK'S M. POW) **20** _____

CLUES ETC _____

**YOU ARE NOW READY TO START YOUR
INVESTIGATION...BE LUCKY!**



1

YOU ARRANGED FOR **DRUKMAN** TO BE KEPT UNDER POLICE GUARD AT THE **HOTEL METROPOL**. THREE DAYS HAD GONE BY AND **LADY DIE** STILL HADN'T MADE HER MOVE, BUT YOU KNEW IT WAS COMING.

THERE WAS ONLY ONE EXPLANATION FOR THE STRANGE FATE OF THE OTHER WITNESSES. SOMEHOW, EVEN IN PRISON, SHE WAS ABLE TO USE HER **DICE OF DESTINY**... AND YOU KNOW SHE'S TOO SMART NOT TO HAVE MADE A COPY OF **THE DEVILS DIRECTORY**...



2

ANY MOMENT NOW, BATTLE WOULD BEGIN... **DICEMAN** VERSUS **DICE** MA'AM - WITH A MAN'S SANITY AS THE PRIZE...

GEE! ARE YOU MR FORTUNE? THE FAMOUS INVESTIGATOR? COULD I HAVE YOUR AUTOGRAPH?



IF YOU'D LIKE TO GIVE THE BELLBOY YOUR AUTOGRAPH, GO TO 27. IF YOU'D RATHER NOT, GO TO 13.

3

THEN...



4

AAAGH!



IF SL TOTAL IS NOW 18 OR MORE, GO TO 76. IF LESS, GO TO 123.

5



6

GRAAAAH!

LEAVING THE OCCUPANT OF THE ROOM TO BE DEALT WITH LATER BY THE POLICE, YOU RETURN TO **DRUKMAN'S** ROOM... FEARFUL OF WHAT YOU MAY FIND... GO TO 73.

7 YOU TELL THE BELLBOY YOU WANT THE DOPE ON THE OTHER GUESTS...

GET LOST, SNOOP!

8

HEY, LADY... WHAT'S UP?

GET LOST, CREEP!

WILL YOU NOW... TALK TO THE LADY IN DISTRESS? (GO TO 25)...OR FOLLOW HER? (GO TO 26)...TALK TO THE MAN WITH THE NOTEBOOK? (GO TO 64)...OR FOLLOW HIM? (GO TO 65)...OR GO STRAIGHT TO DRUKMAN'S ROOM? (GO TO 53).

WILL YOU NOW... FOLLOW HER? (GO TO 26)...TALK TO THE MAN WITH THE NOTEBOOK? (GO TO 64)...OR FOLLOW HIM? (GO TO 65)...OR WILL YOU GO STRAIGHT TO DRUKMAN'S ROOM? (GO TO 53).

9 THANKS TO THE POWER OF THE WEB, HE DOESN'T SPOT YOU FOLLOWING HIM. HE ENTERS HIS APARTMENT, LEAVING THE DOOR SLIGHTLY AJAR...

10 YOU SEE HIM TAKE AN EERIE **SKULL** OUT OF THE SECOND DRAWER OF A CHEST AND START TO POLISH IT...

11

ASTRAGAL APPEARS AND DESTROYS THE GAHONGA. ADD 2 DICE TO SL.

YOU FIGURE IT MIGHT BE WORTH CHECKING OUT LATER, BUT DECIDE TO GO ON TO DRUKMAN'S ROOM NOW. GO TO 53.

DEDUCT 4 FROM DRUK'S M. POW. (ASTRAGAL HAS NO EFFECT ON YOUR SANITY AS YOU'RE USED TO HIM BY NOW). GO TO 14.

12

YOU'RE FOLLOWING ME! GO AWAY - OR I'LL CALL THE MANAGER!

YOU HAVE NO CHOICE. WHILE YOU'VE BEEN FOLLOWING THE WOMAN, THE MAN HAS DISAPPEARED. YOU DECIDE TO GO STRAIGHT TO DRUKMAN'S ROOM... GO TO 53.

13 SCRAM, KID.

AW, C'MON, MISTER FORTUNE! I GOT THE AUTOGRAPHS OF ALL THE FAMOUS COPS - J. EDGAR HOOVER... ELLIOT NESS... WALTER WINCHELL... YOU'D BE IN GOOD COMPANY!

IF YOU CHANGE YOUR MIND, GO TO 27. OTHERWISE, YOU IGNORE THE KID AND GO TO 28.

14 AFTERWARDS...

IT'LL TAKE MORE THAN THAT TO AFFECT MY SANITY... WAIT! WHERE ARE YOU GOING?

TO FIND THE JOON AND DESTROY IT. I FIGURE IT'S GOT TO BE HIDDEN ON THIS FLOOR SOMEPLACE!

YOU CHECK THE GUEST LIST. WILL YOU FIRST INVESTIGATE... SUITE 261: MRS MIRANDA MARTURA? (GO TO 40)... SUITE 262: ABNER ZWILLMAN AND NURSE? (GO TO 41)... SUITE 263: ED SILVERMAN? (GO TO 68)... SUITE 264: EMPTY? (GO TO 70). NOTE: YOU VISIT EACH SUITE **ONCE** ONLY.

15 HEY, MISTER... WHAT'S WITH THE NOTEBOOK?

THAT'S SIMPLE! I'M **ED SILVERMAN**!

ED... WHO?

16 ED SILVERMAN! THE GREAT WRITER! I WRITE ALL THOSE TOP-SELLING CRIME STORIES FOR THE PULPS!

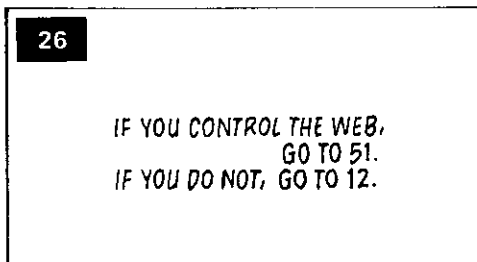
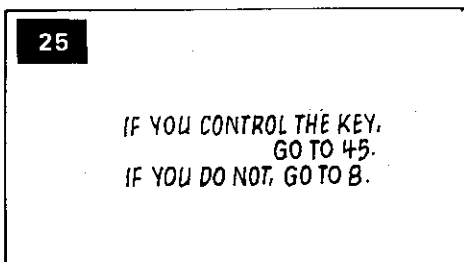
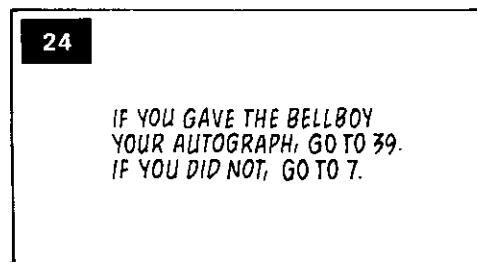
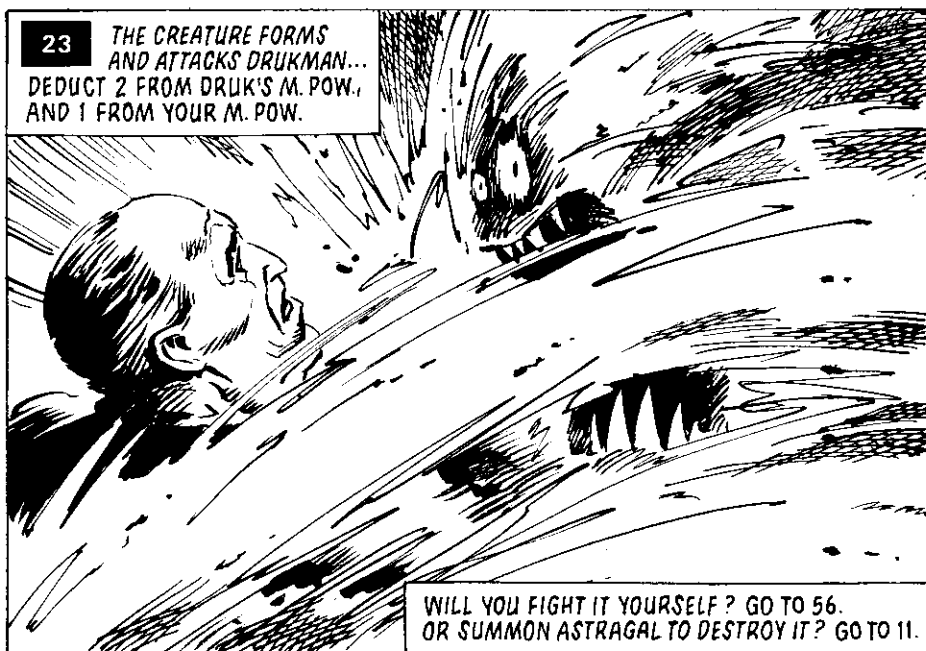
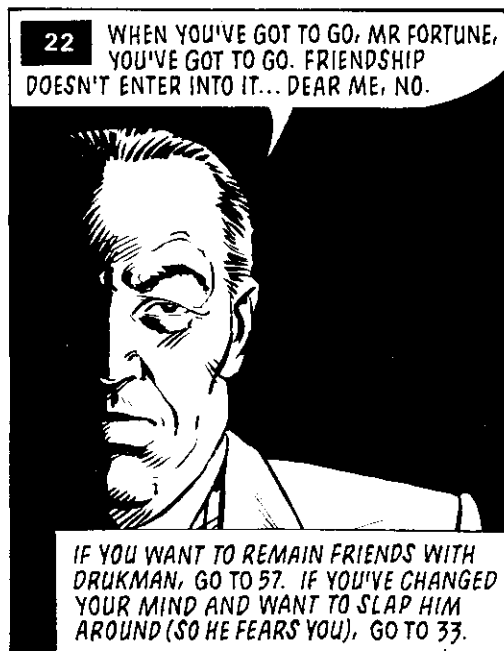
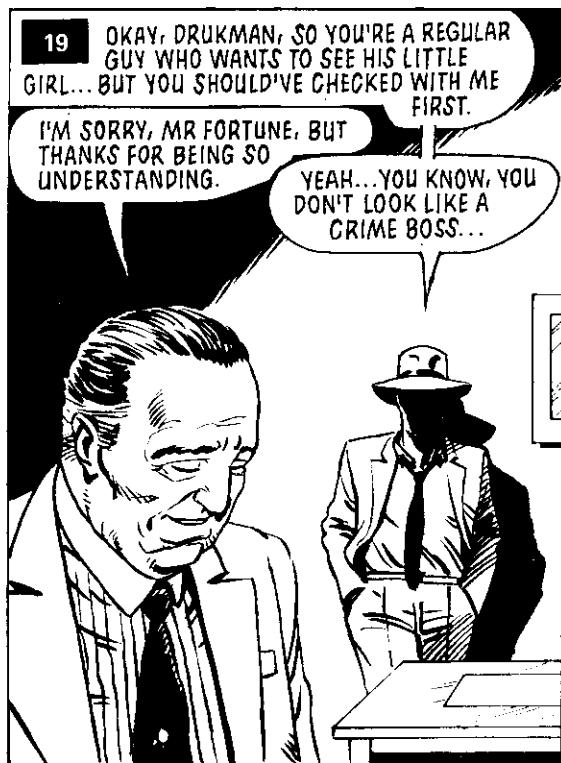
WELL... I SUPPOSE YOU'VE GOT ONE FAN...

17

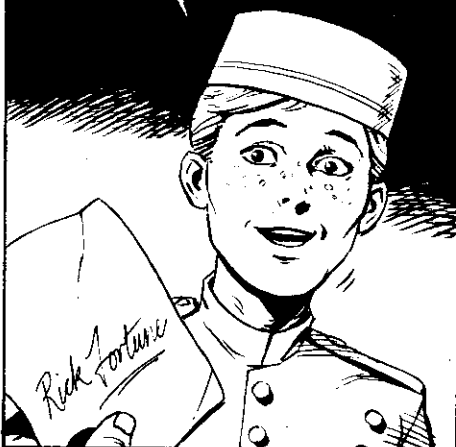
THAT'S GOOD! LET ME WRITE THAT DOWN! IT'S THE AUTHENTIC TOUCHES I'M AFTER, YOU SEE. I GET ALL MY MATERIAL FROM REAL LIFE. USED TO FOLLOW AMBULANCES AND HEARSES - UNTIL THEY FOUND OUT ABOUT ME. GOT SOME **GREAT** DIALOGUE FROM GRIEVING WIDOWS!

18 THAT'S WHY I WAS MAKING NOTES ON YOU. YOU GOT THE RIGHT LOOK FOR A TOUGH GUY... THE DOWNTURNED, CRUEL MOUTH... THE MEAN, COLD EYES - HARD AS DIAMONDS... THE CHEAP, THREADBARE SUIT GOING SHINY AT THE ELBOWS... THE VULGAR-COLOURED TIE...

IF YOU'RE SATISFIED, YOU DECIDE TO GO STRAIGHT TO DRUKMAN'S ROOM (GO TO 53). IF YOU'RE STILL SUSPICIOUS AND WISH TO FOLLOW ED, GO TO 65.



27 GEE, THANKS, MISTER FORTUNE! ANY TIME I CAN DO YOU A FAVOUR, JUST ASK FOR BILLY THE BELLBOY.



28 WHICH FLOOR?

TWENTY-SIX.

AND FOR ME.

YES, PLEASE... THE TOP FLOOR.



29 YOU DELIBERATELY CHOSE THE HIGH GROUND SO DRUKMAN WOULD BE WELL AWAY FROM PSYCHIC SOURCES OF POWER, LIKE BURIAL GROUNDS... AND HUMAN THREATS, LIKE SNIPERS.



30 BUT IT'S A FUNNY THING ABOUT PEOPLE IN HOTELS... THEY ALWAYS SEEM SO SUSPICIOUS. YOU WONDER WHY THE LADY IN DISTRESS IS LOOKING NERVOUSLY AT YOU... AND WHY THE MAN SHOULD BE TAKING NOTES...



31 YOU'D LIKE SOME ANSWERS.

TWENTY-SIX FLOOR.



WILL YOU... TALK TO THE BELLBOY ABOUT IT? (GO TO 24)... TALK TO THE LADY IN DISTRESS? (GO TO 25)... OR FOLLOW HER? (GO TO 26)... TALK TO THE MAN WITH THE NOTEBOOK? (GO TO 64)... OR FOLLOW HIM? (GO TO 65)... OR WILL YOU GO STRAIGHT TO DRUKMAN'S ROOM? (GO TO 53).

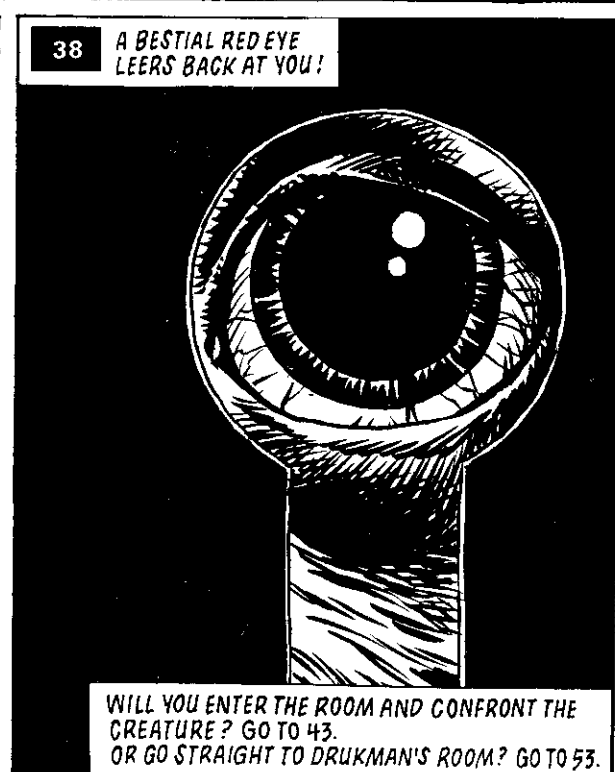
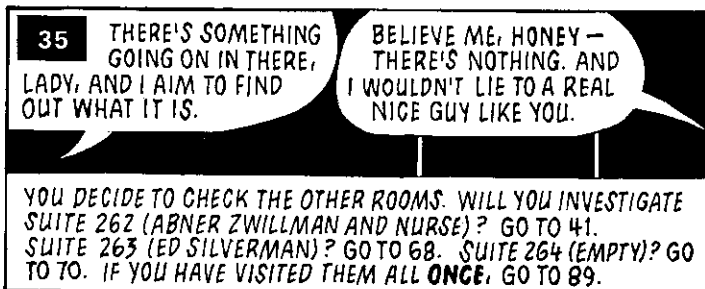
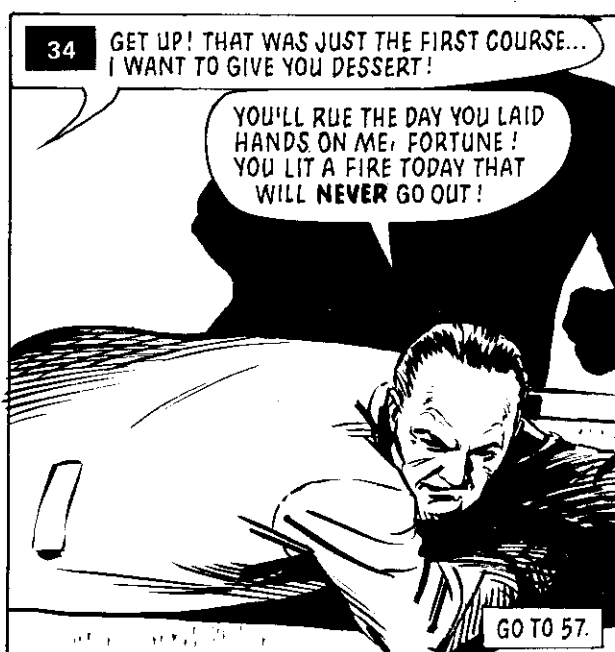
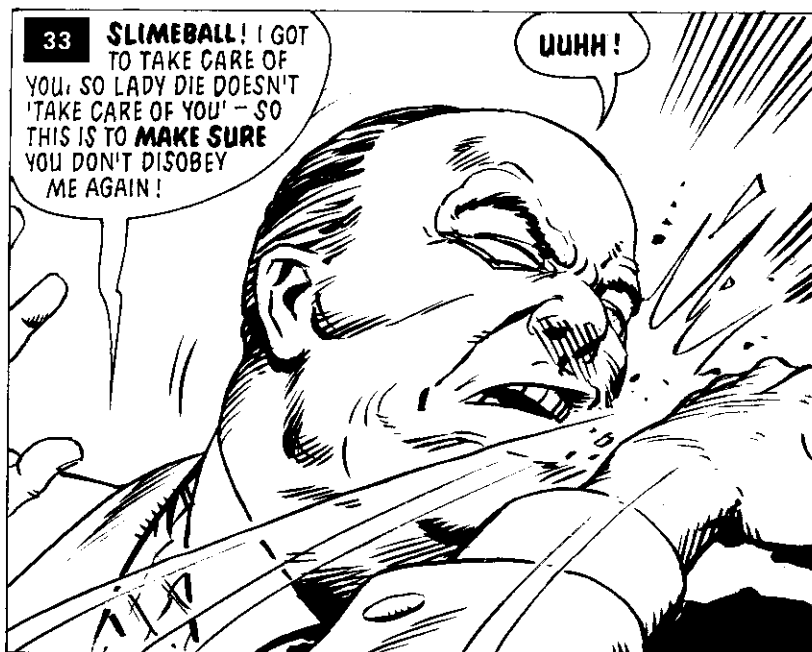
32 A GRUESOME HEAD APPEARS. YOU RECOGNISE IT AS A GAHONGA - A MALEVOLENT INDIAN SPIRIT...

WHAT DOES IT WANT?



DO I HAVE TO DRAW YOU A DIAGRAM? TO DRIVE YOU NUTS, OF COURSE!

DEDUCT 2 FROM DRUK'S M. POW., AND 1 FROM YOUR OWN M. POW. IF YOUR SL TOTAL IS 22 OR MORE, GO TO 23. OTHERWISE, GO TO 14.



39

YOU TELL THE BELLBOY YOU WANT TO KNOW ABOUT THE OTHER GUESTS...

SURE! THAT LADY'S **MIRANDA MARTURA**, THE FAMOUS ACTRESS... THE MAN'S **ED SILVERMAN**, THE CRIME WRITER... AND **ABNER ZWILLMAN**, THE TYCOON, IS ALSO STAYING ON THIS FLOOR WITH HIS NURSE.

WILL YOU NOW... TALK TO **MIRANDA MARTURA**? GO TO 25. OR FOLLOW HER? GO TO 26. TALK TO **ED SILVERMAN**? GO TO 64. OR FOLLOW HIM? GO TO 65. OR GO STRAIGHT TO **DRUKMAN'S ROOM**? GO TO 53.



41

YOU EXPLAIN TO THE NURSE YOU WANT TO TAKE A LOOK AROUND...

OUT OF THE QUESTION! MR ZILLMAN IS VERY POORLY. HE MUSTN'T HAVE ANY EXCITEMENT.

H'MM... I WON'T SAY IT...

BETTER NOT, BUSTER—OR YOU'LL NEED MEDICAL TREATMENT.



40

YOU KNOCK ON THE DOOR...

I'M WITH THE POLICE! OPEN UP!

261

I...UH... I'M IN THE BATH! HOLD ON A MINUTE!

WILL YOU WAIT FOR HER TO OPEN THE DOOR? GO TO 62. OR PICK THE LOCK AND HAVE A SNOOP ROUND? GO TO 84.



42

DRIVING!

EXCUSE ME. I'LL TAKE IT IN THE BEDROOM.

WILL YOU... LISTEN IN ON THE EXTENSION? GO TO 37. TAKE A LOOK IN THE BEDROOM WHILE SHE'S ON THE PHONE? GO TO 66. CHECK THE CHEST OF DRAWERS? GO TO 78. OR THE CLOSET? GO TO 92.



43

YOU TRY THE DOOR, BUT IT'S LOCKED. NEXT MOMENT, THE WOMAN OPENS IT A FRACTION...

LEAVE ME ALONE! PLEASE...
LEAVE ME ALONE!

YOU DECIDE YOU'D BETTER. WHILE YOU'VE BEEN FOLLOWING HER, THE MAN HAS DISAPPEARED. YOU GO STRAIGHT TO **DRUKMAN'S ROOM**: GO TO 53.

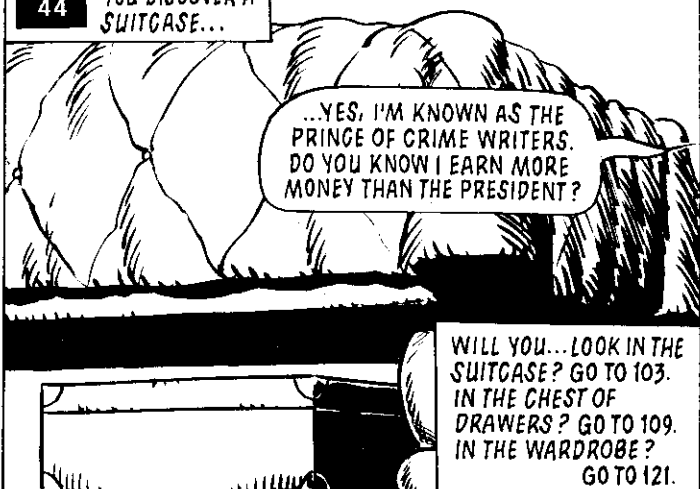


44

YOU DISCOVER A SUITCASE...

...YES, I'M KNOWN AS THE PRINCE OF CRIME WRITERS. DO YOU KNOW I EARN MORE MONEY THAN THE PRESIDENT?

WILL YOU... LOOK IN THE SUITCASE? GO TO 103. IN THE CHEST OF DRAWERS? GO TO 109. IN THE WARDROBE? GO TO 121.



45 WHY THE TEARS, LADY?

YOU THINK I SHOULD GO AROUND WITH A SMILE ON MY FACE WHEN MY THIRD HUSBAND DIVORCED ME AND MY LAST FILM FLOPPED?

46 YEAH, I RECOGNISE YOU NOW! **MIRANDA MARTURA** - THE HOLLYWOOD ACTRESS.I FEEL SO EMPTY! SO TERRIBLY... **ALONE!**

"A MATTER OF LOVE AND DEATH" - 1931 - RIGHT?

IF YOU'RE SATISFIED, WILL YOU NOW... TALK TO THE MAN WITH THE NOTEBOOK? (GO TO 64)... OR FOLLOW HIM? (GO TO 65)... OR GO STRAIGHT TO DRUKMAN'S ROOM? (GO TO 53)... IF YOU'RE STILL SUSPICIOUS AND WISH TO FOLLOW MIRANDA, GO TO 26.

47 WHILE SHE'S AT IT, WHY DON'T YOU GET YOUR LITTLE GIRL TO SAY A PRAYER FOR LOUIS 'THE MAD DONKEY' DEMINO - OR JOE 'LEGS' SCARPATO - WHO DADDY **PERSONALLY** SENT TO HEAVEN VIA THE EAST RIVER?

WE HAVE OUR COURTS, OUR RULES, MR FORTUNE. DEMINO AND SCARPATO TRANSGRESSED. IT WAS STRICTLY BUSINESS. VERY NEAT... VERY CLEAN... END OF STORY. CIAO.

48 I'M NOT GETTING THROUGH TO YOU, DRUKMAN. THERE'S A COWBOY CONTRACT OUT - TO KILL YOU ANYPLACE, ANYTIME. NOW I DON'T CARE ABOUT SAVING THE LIFE OF A VICIOUS SEWER RAT, BUT I CARE A WHOLE LOT ABOUT THE THOUSAND BUCKS I COLLECT WHEN YOU MAKE THAT WITNESS STAND. SO IN FUTURE, NO MORE VISITORS - AND THAT INCLUDES BLIND MEN AND LITTLE OLD LADIES. GOT IT?

I HEAR YOU, MR FORTUNE.

IF YOU'RE SATISFIED HE'S GOT IT, GO TO 57. IF YOU'D LIKE TO PUT THE FRIGHTENERS ON HIM BY SCAPING HIM AROUND A BIT, GO TO 33.

49 ALL RIGHT, IT'S A LITTLE CHILLY. SO WHAT?

SO WHAT? THERE'S A HEATWAVE OUTSIDE!

50 WHAT'S CAUSING IT?

A POWERFUL PSYCHIC GENERATOR - NAMELY ONE DEAD INDIAN MEDICINE MAN!

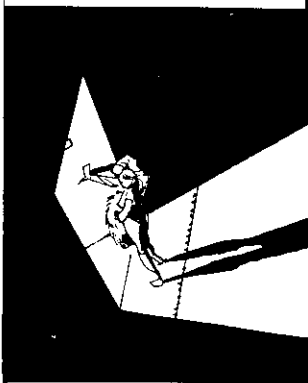
WHAT CAN WE DO?

TRY PANICKING.

HOLY CREMOLA! WILL YOU LOOK AT THAT!

DEDUCT 2 FROM DRUK'S M. POW. AND 1 FROM YOUR OWN M. POW. IF YOUR SL TOTAL IS 16 OR MORE, GO TO 32. OTHERWISE, GO TO 14.

51 SHE GLANCES FURTIVELY OVER HER SHOULDER BEFORE ENTERING HER SUITE... BUT THANKS TO THE POWER OF **THE WEB**, SHE DOESN'T SPOT YOU FOLLOWING HER.



WILL YOU...SNEAK INTO HER SUITE AFTER HER? GO TO 43. OR HAVE A LOOK THROUGH THE KEYHOLE? GO TO 38.

52 YOU FOLLOW HIM, BUT NOTHING UNUSUAL HAPPENS. HE ENTERS HIS HOTEL SUITE AND LOCKS THE DOOR.



YOU DECIDE TO GO ON TO DRUKMAN'S ROOM, GO TO 53.

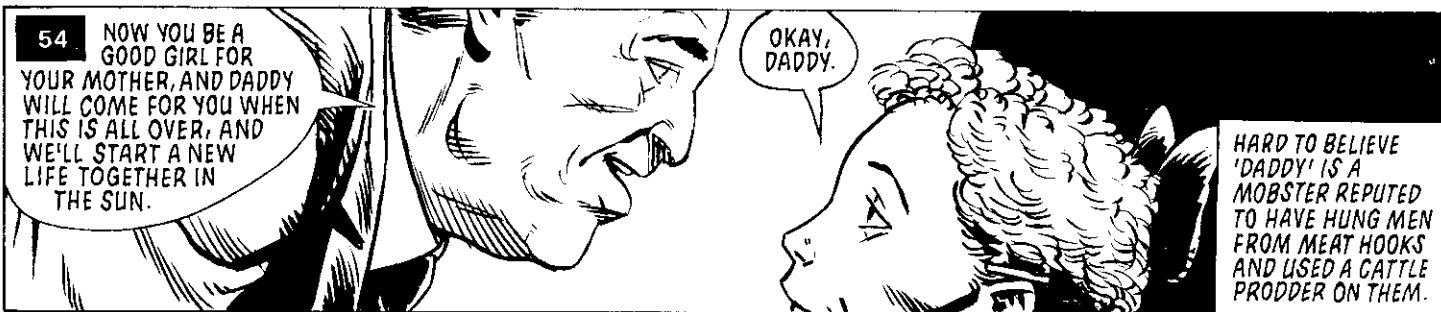
53 YOU ENTER DRUKMAN'S ROOM AND SEE HIM SAYING GOODBYE TO A LITTLE GIRL...

I THOUGHT I SAID **NO VISITORS** UNLESS AUTHORIZED BY ME.

SORRY, MR FORTUNE - BUT IT'S ONLY HIS DAUGHTER.



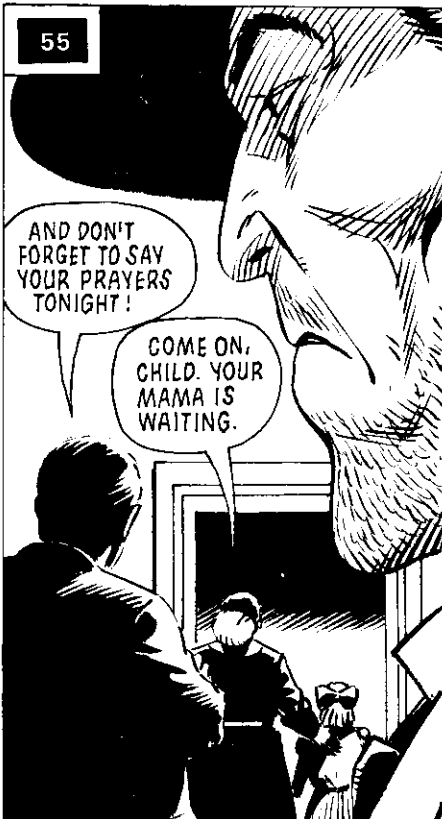
54 NOW YOU BE A GOOD GIRL FOR YOUR MOTHER, AND DADDY WILL COME FOR YOU WHEN THIS IS ALL OVER, AND WE'LL START A NEW LIFE TOGETHER IN THE SUN.



OKAY, DADDY.

HARD TO BELIEVE 'DADDY' IS A MOBSTER REPUTED TO HAVE HUNG MEN FROM MEAT HOOKS AND USED A CATTLE PRODDER ON THEM.

55



AND DON'T FORGET TO SAY YOUR PRAYERS TONIGHT!

COME ON, CHILD. YOUR MAMA IS WAITING.

56 YOU FIGHT THE GAHONGA... IF YOU CONTROL THE WEB OR FIST, DEDUCT 1 DIE FROM YOUR PHYS. POW. OTHERS: 2 DICE.



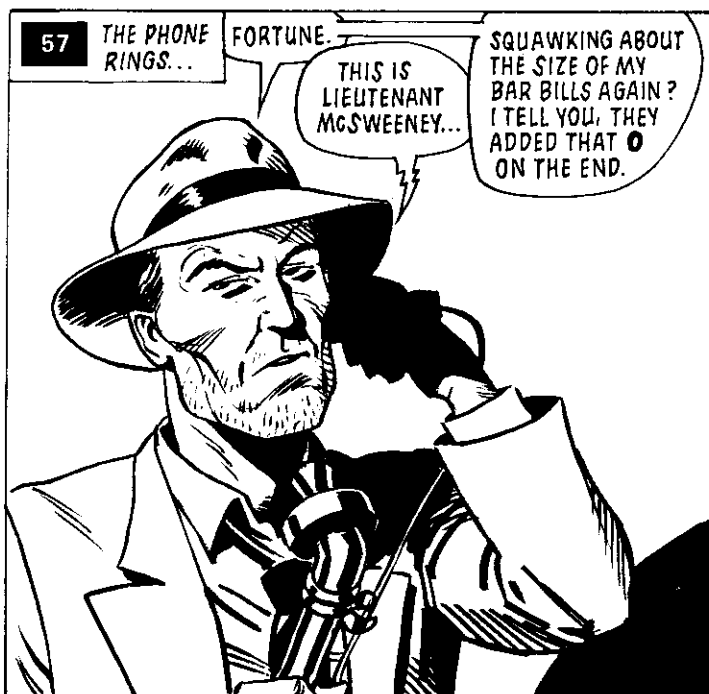
DRUKMAN HAS DISOBEYED YOUR ORDERS. WILL YOU BE PLEASANT ABOUT IT (SO HE LIKES YOU)? GO TO 19. UNPLEASANT ABOUT IT (SO HE KNOWS YOU MEAN BUSINESS)? GO TO 47. OR SLAP HIM AROUND A BIT (SO HE FEARS YOU)? GO TO 33.

IT STARTS TO FADE AWAY. GO TO 14.

57 THE PHONE RINGS... FORTUNE.

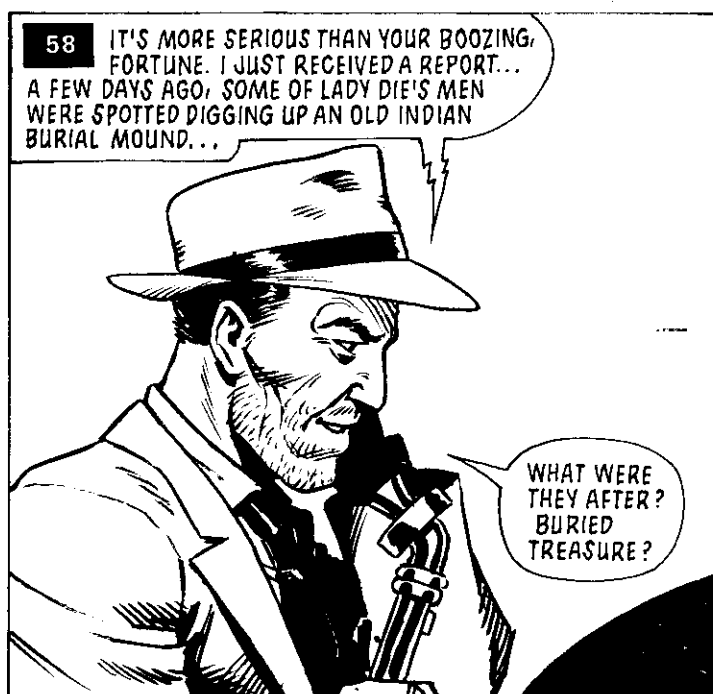
THIS IS LIEUTENANT MCSWEENEY...

SQUAWKING ABOUT THE SIZE OF MY BAR BILLS AGAIN? I TELL YOU, THEY ADDED THAT 0 ON THE END.



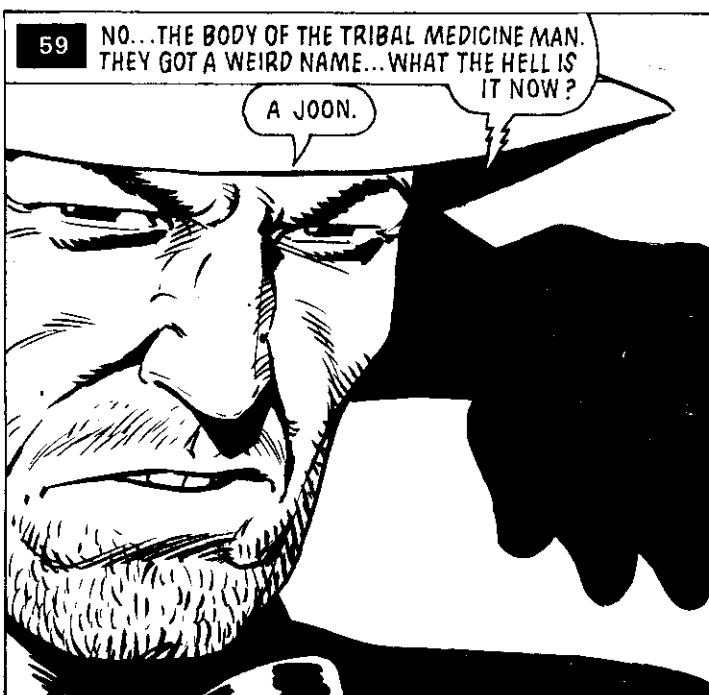
58 IT'S MORE SERIOUS THAN YOUR BOOZING, FORTUNE. I JUST RECEIVED A REPORT... A FEW DAYS AGO, SOME OF LADY DIE'S MEN WERE SPOTTED DIGGING UP AN OLD INDIAN BURIAL MOUND...

WHAT WERE THEY AFTER? BURIED TREASURE?



59 NO...THE BODY OF THE TRIBAL MEDICINE MAN. THEY GOT A WEIRD NAME...WHAT THE HELL IS IT NOW?

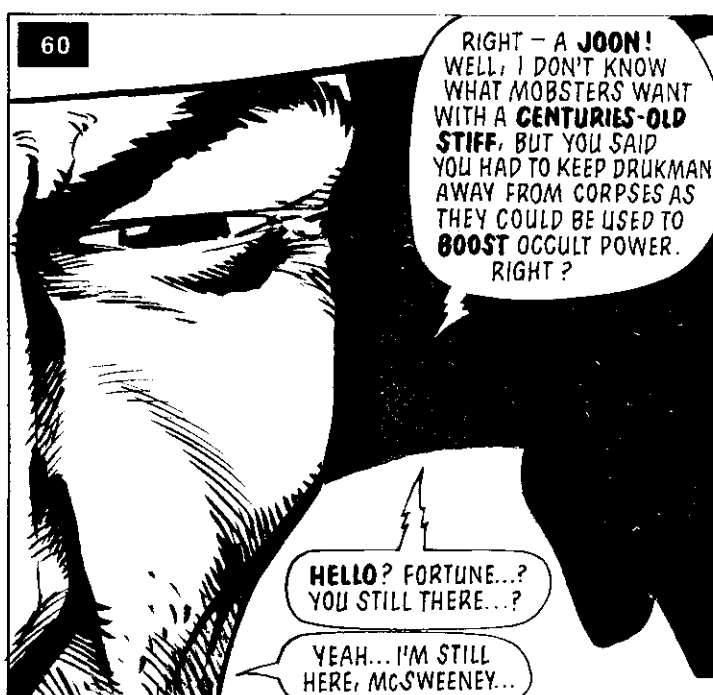
A JOON.



60 RIGHT - A JOON! WELL, I DON'T KNOW WHAT MOBSTERS WANT WITH A CENTURIES-OLD STIFF, BUT YOU SAID YOU HAD TO KEEP DRUKMAN AWAY FROM CORPSES AS THEY COULD BE USED TO BOOST OCCULT POWER. RIGHT?

HELLO? FORTUNE...? YOU STILL THERE...?

YEAH... I'M STILL HERE, MCSWEENEY...



61 ...BUT FOR HOW LONG...?

D'YOU NOTICE ANYTHING, DRUKMAN?

LIKE WHAT?

THE ROOM'S SUDDENLY GONE COLD...

ADD 4 TO SL. IF SL TOTAL IS NOW 10 OR MORE, GO TO 49. OTHERWISE, GO TO 14.



62 WHAT DO YOU WANT?

TO TAKE A LOOK AROUND.

COME BACK WHEN YOU'VE GOT A WARRANT.

IF YOU HAVE THE KEY, GO TO 35. IF YOU DO NOT, GO TO 63.



63 THERE'S SOMETHING GOING ON IN THERE, LADY - AND I AIM TO FIND OUT WHAT IT IS!

ALL RIGHT, WISEGUY! I'LL TELL YOU... 'COS I'M REALLY GOING TO ENJOY WIPING THAT SMUG LOOK OFF YOUR FACE!

261

GO TO 127.

64

IF YOU CONTROL THE KEY, GO TO 15.
IF YOU DO NOT,
GO TO 36.

65

IF YOU CONTROL THE WEB, GO TO 9.
IF YOU DO NOT,
GO TO 52.

66 THE BED IS SURROUNDED BY AN OXYGEN TENT AND YOU CANNOT SEE WHO'S INSIDE.

WILL YOU NOW... CHECK THE CHEST OF DRAWERS? GO TO 78.
OR THE CLOSET? GO TO 92.

67

I'LL BE RIGHT OUT!

YOU'VE ONLY A COUPLE OF MINUTES. WOULD YOU LIKE TO HAVE A LOOK IN... THE CHEST OF DRAWERS? GO TO 107. THE TRUNK? GO TO 135. THE CLOSET? GO TO 88. OR THE BEDROOM? GO TO 106.

68 ED SILVERMAN COMES TO THE DOOR AND YOU EXPLAIN WHAT YOU WANT...

SURE, RICK! COME ON IN - GOOD TO MEET A REAL-LIFE DETECTIVE. I CAN PROBABLY USE YOU IN MY NEXT BOOK.

69

ED SEEMS FRIENDLY... MAYBE TOO FRIENDLY...

AS A WRITER, I'M ALWAYS ON THE LOOK-OUT FOR FRESH MATERIAL. I KEEP MY NOTEBOOK AT THE READY.

JUST TAKE A LOOK AROUND, RICK. EXCUSE ME WHILE I CARRY ON SHAVING...

WILL YOU LOOK... UNDER THE BED? GO TO 44.
IN THE CHEST OF DRAWERS IN THE LOUNGE? GO TO 109.
OR IN THE WARDROBE? GO TO 121.

70 THE EMPTY ROOM DIDN'T SEEM SO EMPTY. IT HAD A LIVED-IN LOOK, AND THERE WAS A STRANGE SMELL IN THE ROOM THAT WAS SOMEHOW FAMILIAR...



WILL YOU... HAVE A LOOK IN THE LAUNDRY BASKET? GO TO 87. THE WARDROBE? GO TO 91. OR THE CHEST OF DRAWERS? GO TO 128.

71 THIS'LL TEACH YOU TO SNOOP!

DEDUCT 1 DIE FROM YOUR M. POW. AND GO TO 90.



72 BY STANDING UP TO THE DEMONS, YOU GAIN IN SANITY. ADD 2 TO YOUR M. POW.



THE CREATURES FADE AWAY. GO TO 123.

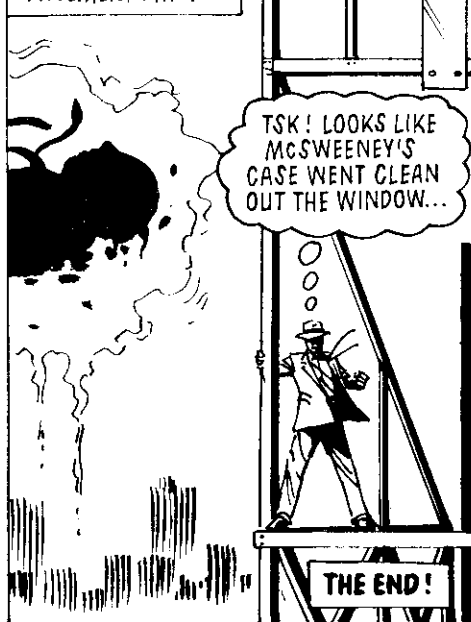
BLAM! BLAM!

73 BY NOW THE GANGSTERS HAVE BEEN CUT DOWN, SO YOU'RE IN NO DANGER AS YOU RETURN... BUT ALTHOUGH YOU HAVE DESTROYED THE JOON, IT WILL TAKE TIME FOR THE SPIRIT LEVEL TO RETURN TO NORMAL.



IF SL IS 20 OR MORE, GO TO 79. IF LESS, GO TO 156.

74 YOU LEVITATE DRUKMAN BACK UP. UNFORTUNATELY, HE HIT THE PAVEMENT FIRST...



TSK! LOOKS LIKE MCSWEENEY'S CASE WENT CLEAN OUT THE WINDOW...

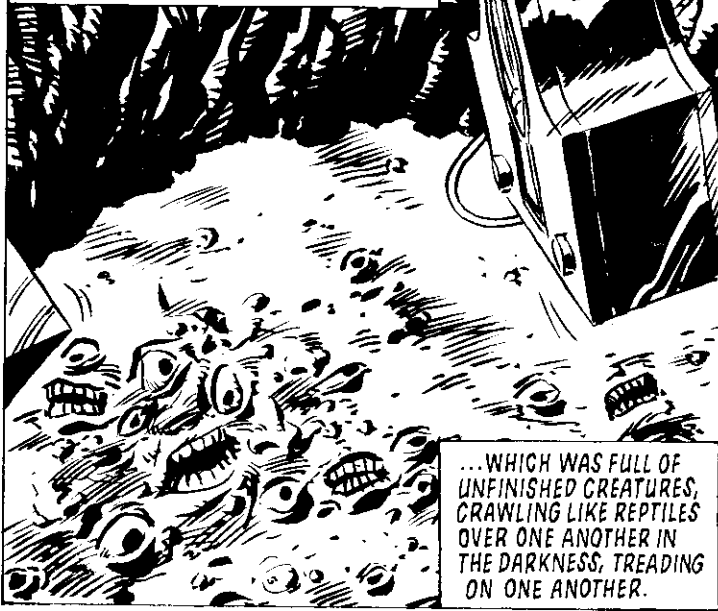
THE END!

75 BEFORE YOU CAN LOOK ANY FURTHER, MRS MARTURA ENTERS AND YOU QUICKLY HIDE.



MOMENTS LATER YOU MANAGE TO SLIP OUT THE DOOR. WILL YOU NOW INVESTIGATE... SUITE 262 (ABNER ZWILLMAN AND NURSE)? GO TO 41. SUITE 263 (ED SILVERMAN)? GO TO 68. OR SUITE 264 (EMPTY)? GO TO 70. IF YOU HAVE VISITED THEM ALL **ONCE**, GO TO 89.

76 A PIT OPENS AND WHAT YOU SEE INSIDE REMINDS YOU OF AN INDIAN LEGEND... HOW THE FIRST MEN — **THE NUMUNGKAKE** — WERE BRED LIKE MAGGOTS IN THE HEART OF THE EARTH...



...WHICH WAS FULL OF UNFINISHED CREATURES, CRAWLING LIKE REPTILES OVER ONE ANOTHER IN THE DARKNESS, TREADING ON ONE ANOTHER.

77 THE NUMUNGKAKE START TO CLIMB OUT! DEDUCT 3 FROM DRUK'S M. POW. AND 2 FROM YOURS.



WILL YOU... BLAST THEM? GO TO 72. LEAVE THE ROOM SO DRUKMAN KEEPS HIS SANITY? GO TO 112. OR KNOCK DRUKMAN OUT SO HE KEEPS HIS SANITY? GO TO 130.

78 IN THE TOP DRAWER YOU FIND AN ACTOR'S UNION CARD MADE OUT TO MISS LARA FORD... IN THE SECOND DRAWER — A PHOTO OF THE NURSE WITH HER BOYFRIEND... IN THE THIRD DRAWER — A SYRINGE...



GO TO 119.

79 AS YOU ENTER, **THE ORENDA** STARTS TO APPEAR... DEDUCT 7 FROM DRUK'S M. POW., AND 7 FROM YOUR OWN.

WILL YOU... SUMMON ASTRAGAL TO DEAL WITH IT? GO TO 144. BLAST IT? GO TO 132. OR TURN THE FIRE EXTINGUISHER ON IT? GO TO 139.



80

I'M TAKING YOU WITH ME, YOU — !



81 IF YOUR PHYS. POW. IS 20 OR MORE, GO TO 133. IF IT'S BETWEEN 11 AND 19, GO TO 151. IF IT'S 10 OR LESS, GO TO 155B.



82

YOU HAVE A LOOK AT THE CORPSE. IT IS DEFINITELY MR ZWILLMAN... AND HE IS DEFINITELY DEAD. MEANWHILE... SL HAS INCREASED BY 3. GO TO 143.

83

IT'S THE POLICE FOR YOU TWO.

FINK! YOU'VE RUINED OUR HONEYMOON!

MAYBE THE COPS'LL FIX YOU UP WITH A NICE, COSY DOUBLE CELL.



WILL YOU NOW VISIT... SUITE 261 (MRS MIRANDA MARTURA)? GO TO 40. SUITE 262 (ABNER ZWILLMAN AND NURSE)? GO TO 41. OR SUITE 263 (ED SILVERMAN)? GO TO 68. IF YOU HAVE VISITED THEM ALL **ONCE**, GO TO 89.

84

YOU SLIP INSIDE...



IF YOU CONTROL THE WEB, GO TO 67. IF YOU DO NOT, GO TO 71.

85

BEFORE YOU CAN INVESTIGATE FURTHER...

SAY, RICK, WOULD YOU LIKE AN AUTOGRAPHED COPY OF MY LATEST BOOK?

NO THANKS. I'VE GOT PLENTY OF TOILET PAPER.



86

IF THAT'S YOUR ATTITUDE, YOU CAN GET THE HELL OUT OF HERE!



YOU DECIDE TO LEAVE IT FOR NOW AND CHECK THE OTHER ROOMS. WILL YOU VISIT... SUITE 261 (MRS MIRANDA MARTURA)? GO TO 40. SUITE 264 (EMPTY)? GO TO 70. OR SUITE 262 (ABNER ZWILLMAN AND NURSE)? GO TO 41. IF YOU HAVE VISITED THEM ALL **ONCE**, GO TO 89.

87

NOW YOU RECOGNISE THE SMELL. YOU GET USED TO IT IN YOUR LINE OF WORK. THERE'D BEEN SOMETHING DEAD IN THERE, ALL RIGHT... YOU FIND TRACES OF **MUMMIFIED FLESH** IN THE BOTTOM AND A **SPARE RIB** TO KEEP IT COMPANY...



SO THIS WAS HOW THE JOON WAS BROUGHT INTO THE HOTEL... BUT BY WHICH OF THE GUESTS? AND WHERE IS IT NOW? GO TO 115.

88

INSIDE THE CLOSET ARE TWO FUR COATS AND A MINK STOLE. CLEARLY MRS MARTURA IS A WEALTHY LADY... THEN, HIDDEN AT THE BACK, YOU FIND A LENGTH OF LIGHT CHAIN FORMING A NOOSE...

GO TO 75.

89

YOU GO BACK TO DRUKMAN'S SUITE TO CHECK HE'S OKAY. IF EARLIER YOU GAVE THE BELLBOY YOUR AUTOGRAPH, GO TO 93. IF YOU DID NOT, GO TO 3.

90

WHEN YOU REGAIN CONSCIOUSNESS, YOU SEE A BLOODHOUND STARING DOWN AT YOU - AND REALISE MIRANDA'S BEEN KEEPING IT IN HER SUITE STRICTLY AGAINST HOTEL RULES.

THIS EXPLANATION OF HER BEHAVIOUR MAY OR MAY NOT SATISFY YOU, BUT YOU DECIDE TO CHECK THE OTHER ROOMS NOW.

WILL YOU INVESTIGATE SUITE 262 (ABNER ZWILLMAN AND NURSE)?

GO TO 41.

SUITE 263 (ED SILVERMAN)? GO TO 68.
OR SUITE 264 (EMPTY)? GO TO 70.
IF YOU HAVE VISITED THEM ALL

ONCE, GO TO 89.

91

IN THE WARDROBE YOU FIND A JACKET WITH SOME CONFETTI ON THE SHOULDERS.

GO TO 115.

92

YOU FIND A BOTTLE OF STRANGE FLUID AT THE BACK... IT HAS AN UNPLEASANT SMELL - SIMILAR TO DISINFECTANT...



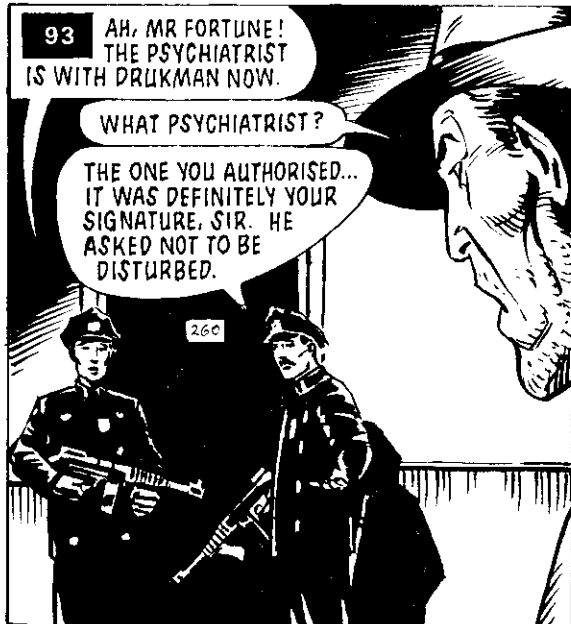
GO TO 119.

93

AH, MR FORTUNE! THE PSYCHIATRIST IS WITH DRUKMAN NOW.

WHAT PSYCHIATRIST?

THE ONE YOU AUTHORISED... IT WAS DEFINITELY YOUR SIGNATURE, SIR. HE ASKED NOT TO BE DISTURBED.



94

INSIDE, YOU SEE THE PSYCHIATRIST GIVING DRUKMAN SOME THERAPY WITH A BLACKJACK...



DEDUCT 8 FROM DRUK'S M. POW.

95

...THEN HE TURNS AND GIVES YOU THE TREATMENT...



YOU'RE HIT. IF YOU CONTROL THE WEB OR FIST, DEDUCT 1 DIE FROM YOUR PHYS. POW.; OTHERS: 2 DICE.

96

I'M GIVING YOU THE BULLET, DOC!



YOU PLUG HIM DEAD. AFTERWARDS, YOU GET THE 'PSYCHIATRIST' REMOVED AND YOURSELF PATCHED UP. YOU LAY DRUKMAN ON THE BED AND CLEAN HIM UP. HE STARTS TO REGAIN CONSCIOUSNESS. GO TO 3.

97 SO... A COUPLE OF LOVEBIRDS COOING OUT ON THE LEDGE. A NEAT LITTLE COVER STORY, ONLY I DON'T BUY IT. NOW LET'S HEAR THE REAL ONE - ABOUT THE TWO OF YOU WORKING FOR LADY DIE!

LADY WHO? I'VE NEVER HEARD OF HER.

I HAVE! SHE'S THE WOMAN IN THE PAPERS FACING MURDER ONE, RIGHT?

98 IT'S FUNNY... WHEN WE SNEAKED IN I HEARD MRS MARTURA IN THE SUITE DOWN THE HALL TALKING TO A GIRL CALLED... SATIN...?

LADY DIE'S SISTER! GO ON!

SHE SAID SOMETHING ABOUT LADY DIE BACKING HER NEXT MOVIE IF EVERYTHING WENT ACCORDING TO PLAN...

GO TO 118.

YOU TELEPORT THROUGH SPACE...

99 SL COST: +2 DICE. GO TO 131.

100 SL COST: +2 DICE. GO TO 137.

101 SL COST: +2 DICE. GO TO 142.

102 SL COST: +2 DICE. GO TO 134.



103 INSIDE THERE ARE SOME CLOTHES, AND A TOWEL COVERED IN STRANGE GREEN MOULD...

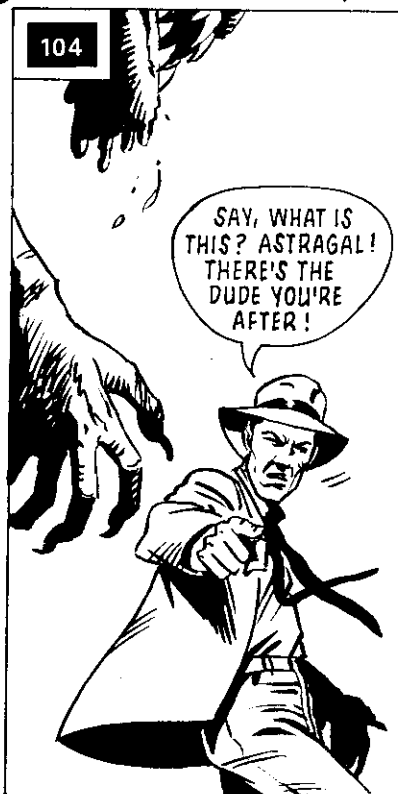
BASE IT ALL ON REAL LIFE - THAT'S THE SECRET. THAT'S WHY I STAY AT RUN-DOWN, CHEAP HOTELS... TO GET THAT SLEAZY ATMOSPHERE, YOU KNOW?



GO TO 85.

104

SAY, WHAT IS THIS? ASTRAGAL! THERE'S THE DUDE YOU'RE AFTER!



105 BUT WITH THREE HEADS, ASTRAGAL IS NO FOOL. REALISING THE ORENDA IS STRONGER, HE DECIDES TO JOIN FORCES WITH IT...

ASTRAGAAAL! GIMME A BREAK!

HE CERTAINLY WILL...

THE END.

106

YOU TRY THE BEDROOM DOOR, BUT IT'S BOLTED. YOU HEAR STRANGE, INHUMAN SOUNDS COMING FROM THE OTHER SIDE... PANTING... AND SCRATCHING... WILL YOU NOW HAVE A LOOK IN... THE CHEST OF DRAWERS? GO TO 107. THE TRUNK? GO TO 135. OR THE CLOSET? GO TO 88.

107 IN THE TOP DRAWER ARE NEWS CLIPPINGS ABOUT HER CAREER AS A TOP HOLLYWOOD ACTRESS. . . AND A PHOTO OF HER TAKEN WITH SOME FRIENDS. . .



YOU OPEN THE SECOND DRAWER. GO TO 120.

108 YOU ARE POWERLESS TO SAVE YOURSELF.



THE END.

109 IN THE TOP DRAWER, YOU FIND A COPY OF ED'S LATEST BOOK — "LOVE SLAVES OF DEVIL'S ISLAND". IN THE BOTTOM DRAWER, A PORTABLE TYPEWRITER. AND IN THE MIDDLE DRAWER... A STRANGE SKULL. . .



IF YOU HAVE THE KEY, GO TO 129.
IF YOU DO NOT, GO TO 85.

110 YOU TRY TO CONCENTRATE, BUT IT TAKES SEVERAL VITAL SECONDS BEFORE YOU LEVITATE THE DICE TO THE CORRECT NUMBERS. . . (SL COST: 1 DIE). GO TO 74.



111 YOU'RE SHARP-WITTED ENOUGH TO QUICKLY LEVITATE THE DICE TO THE CORRECT COMBINATION. GO TO 124.

112 AS YOU LEAVE, MEMBERS OF LADY DIE'S GANG POUR FROM THE LIFT AND START BLASTING. A BULLET CREASES DRUKMAN'S SKULL — DEDUCT 4 FROM HIS M. POW. YOU RETURN TO THE SUITE, GO TO 123.



113 AS YOU LEAVE, MEMBERS OF LADY DIE'S GANG ATTACK. GO TO 114.

114 WHILE YOU AND DRUKMAN'S GUARDS RETURN FIRE, YOU CONSIDER WHETHER TO RUN OR TELEPORT TO THE ROOM WHERE YOU BELIEVE THE JOON IS HIDDEN.



WILL YOU VISIT...
THE EMPTY ROOM? TELEPORT 99 OR RUN 147.
ED SILVERMAN? TELEPORT 100 OR RUN 148.
MRS MIRANDA MARTURA? TELEPORT 101 OR RUN 149.
ABNER ZWILLMAN & NURSE? TELEPORT 102 OR RUN 150.

115

BEFORE YOU CAN
INVESTIGATE FURTHER...

SOMEONE
OUTSIDE!

116

PLEASE
DON'T SHOOT,
MISTER!
WE CAN
EXPLAIN.

YOU'RE A
MARATHON
BALANCING
ACT?

NO - WE'RE
ON OUR
HONEYMOON.

117

OUT THERE? WELL,
I GUESS IT TAKES
ALL SORTS...

CISSY'S SISTER TOLD US ABOUT THIS
EMPTY SUITE - SHE'S A CHAMBERMAID
AT THE HOTEL. WE'D HAVE LEFT IT THE
WAY WE FOUND IT - HONESTLY, MISTER.

WE CAN'T AFFORD TO PAY -
WITH ME AND TUCKER
BEING OUT OF WORK.

IF YOU HAVE THE KEY, GO TO 97.
OTHERWISE, READ ON.

118

PLEASE
DON'T TELL
ON US,
MISTER!

WILL YOU... REPORT CISSY AND TUCKER
TO THE MANAGER? GO TO 83.
OR LEAVE THEM FOR NOW AND VISIT...
SUITE 261 (MRS MIRANDA MARTURA)? GO
TO 40. SUITE 262 (ABNER ZWILLMAN
AND NURSE)? GO TO 41. OR SUITE 263 (ED
SILVERMAN)? GO TO 68. IF YOU HAVE
VISITED THEM ALL **ONCE**, GO TO 89.

119

BEFORE YOU CAN
INVESTIGATE FURTHER,
THE NURSE COMES OFF THE
PHONE...

AS I TOLD YOU,
MR ZWILLMAN IS NOT A
WELL MAN AND MUST
NOT BE DISTURBED
UNDER ANY
CIRCUMSTANCES.

YOU DECIDE TO LEAVE IT FOR
NOW AND CHECK THE OTHER
ROOMS. WILL YOU VISIT...
SUITE 261 (MRS MIRANDA
MARTURA)? GO TO 40. SUITE
263 (ED SILVERMAN)? GO TO 68.
OR SUITE 264 (EMPTY)? GO TO 70.
IF YOU HAVE VISITED THEM ALL
ONCE, GO TO 89.

120

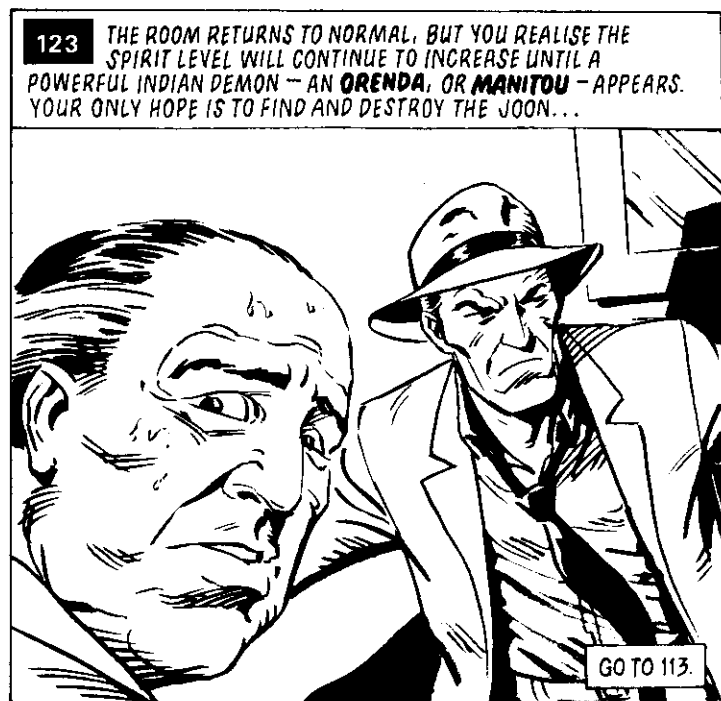
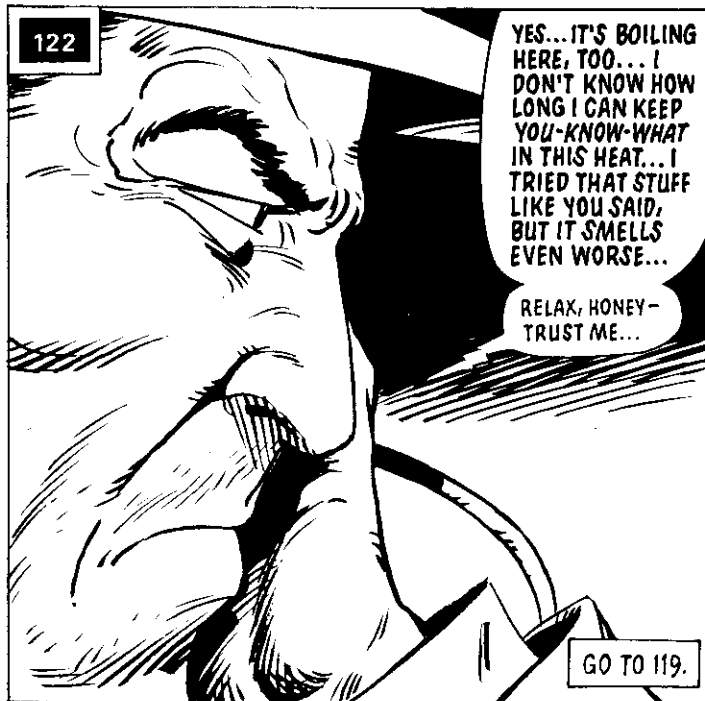
INSIDE THE SECOND DRAWER
YOU FIND AN INDIAN PEACE
PIPE, AND IN THE BOTTOM
DRAWER LETTERS TO HER
LAWYER TELLING HIM TO
DIVORCE HER HUSBAND.

GO TO 75.

121

IN THE WARDROBE YOU FIND A SUIT
HANGING UP, AND IN ONE OF THE
POCKETS A LETTER FROM ED'S
PUBLISHER. IT APOLOGISES FOR THE
DELAY IN PAYING HIM ROYALTIES ON
HIS LAST THREE BOOKS DUE TO
'CASH-FLOW' PROBLEMS, AND
PROMISES A CHEQUE BY THE END OF
THE MONTH.

GO TO 85.





127.
SHE REVEALS HER PET BLOODHOUND, WHICH SHE'S BEEN KEEPING IN HER SUITE STRICTLY AGAINST HOTEL RULES. HER EXPLANATION MAY OR MAY NOT SATISFY YOU, BUT YOU DECIDE TO CHECK THE OTHER ROOMS NOW.

WILL YOU INVESTIGATE SUITE 262 (ABNER ZWILLMAN AND NURSE)? GO TO 41. SUITE 263 (ED SILVERMAN)? GO TO 68. OR SUITE 264 (EMPTY)? GO TO 70. IF YOU HAVE VISITED THEM ALL *ONCE*, GO TO 89.

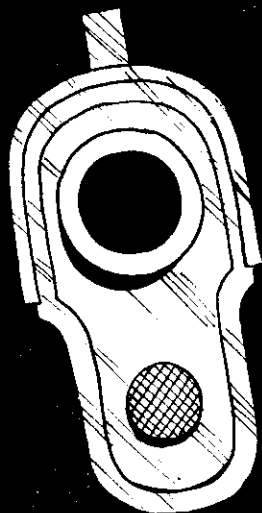
128.
THE DRAWERS ARE EMPTY, BUT YOU NOTICE A CRUMPLED PIECE OF PAPER IN THE WASTE BASKET. IT'S A NEWSPAPER ADVERT, WHICH READS...

LONELY HEARTS

If you want a wife, husband or sweetheart, tell us your age, and describe your ideal, then by return mail receive sealed particulars of the 'GET ACQUAINTED CLUB' - one of the most modern clubs in America.
Box 1251. Denver, Colo.
GO TO 115.

129.
YOU EXAMINE THE BASE OF THE SKULL AND DISCOVER AN INSCRIPTION...

DEATH'S HEAD AWARD
FOR THE BEST WRITER FROM
THE CRIME WRITERS OF AMERICA
GO TO 85.



130.
IF EARLIER DRUKMAN RECEIVED A VISIT FROM THE 'PSYCHIATRIST', GO TO 136. IF HE DID NOT, GO TO 141.

131.
IF EARLIER YOU THREW OUT THE HONEYMOON COUPLE, GO TO 138. IF YOU LEFT THEM ALONE, GO TO 140.

132.
LIKE THE JOON EARLIER, BULLETS HAVE NO EFFECT ON THE ORENDA. NEXT MOMENT HE IS UPON YOU, AND YOU FEEL HIS CLAWS DIGGING IN AS HE STARTS TO PEEL YOU LIKE AN ORANGE. THEN MERCIFUL BLACKNESS DESCENDS. *THE END*.

133.
YOU'RE STRONG ENOUGH TO PULL DRUKMAN UP. GO TO 168.

134.
YOU ACCUSE THE NURSE OF HIDING THE JOON. SHE THINKS YOU'RE SUSPICIOUS OF HER BECAUSE MR. ZWILLMAN IS LYING DEAD IN THE NEXT ROOM. HER BOYFRIEND IS MR. ZWILLMAN'S SON, AND HE ASKED HER TO PRETEND HIS FATHER WAS ALIVE FOR A FEW DAYS WHILE A BUSINESS MERGER WENT THROUGH. MEANWHILE...SL HAS INCREASED BY 3. IF YOU'RE SATISFIED WITH HER EXPLANATION, GO TO 143. IF YOU WISH TO INVESTIGATE HER FURTHER, GO TO 82.

135.
THE TRUNK IS LOCKED, AND IT TAKES YOU SEVERAL SECONDS TO PICK IT OPEN. YOU DISCOVER IT'S EMPTY - EXCEPT FOR ONE INTERESTING ITEM... A BONE...GO TO 75.

136.
YOU SLUG DRUKMAN, BUT - THANKS TO THE BEATING HE TOOK EARLIER - THE BLOW CRACKS HIS SKULL AND KILLS HIM. WHEN McSWEENEY FINDS OUT, IT WILL BE YOU WHO GOES TO THE ELECTRIC CHAIR. *THE END*.

137.
YOU ACCUSE ED SILVERMAN OF HIDING THE JOON. HE THINKS YOU'RE SUSPICIOUS OF HIM BECAUSE OF A STRANGE SKULL IN HIS POSSESSION. HE SHOWS YOU IT'S AN AWARD FROM THE CRIME WRITERS OF AMERICA. MEANWHILE...SL HAS INCREASED BY 3. IF YOU'RE SATISFIED WITH HIS EXPLANATION, GO TO 143. IF YOU WISH TO INVESTIGATE HIM FURTHER, GO TO 162.

138.
YOU CHECK AROUND - INCLUDING OUTSIDE THE WINDOW - BUT FIND NOTHING. MEANWHILE...SL HAS INCREASED BY 3. GO TO 143.

139.
THE FLAMES ARE ETHEREAL, AND SO A FIRE EXTINGUISHER HAS NO EFFECT ON THEM. NEXT MOMENT HE IS UPON YOU...THE INTENSE HEAT MAKES YOU SCREAM IN AGONY, BUT HE QUICKLY PUTS YOU OUT OF YOUR MISERY BY GRASPING YOUR HEAD AND DELICATELY PLUCKING IT FROM YOUR SHOULDERS. *THE END*.

140.
THEY'RE WAITING FOR YOU. YOU DISCOVER TOO LATE IT'S LADY DIE'S SISTER, SATIN, AND AN ACCOMPLICE. SATIN'S NOT INTERESTED IN ROMANCE, BUT SHE DOES GIVE YOU A BIG KISS-OFF...WITH A .45 AUTOMATIC. IN THE FEW SECONDS BEFORE YOU DIE, YOU CURSE YOURSELF FOR HAVING BEEN SO SOFT-HEARTED. *THE END*.

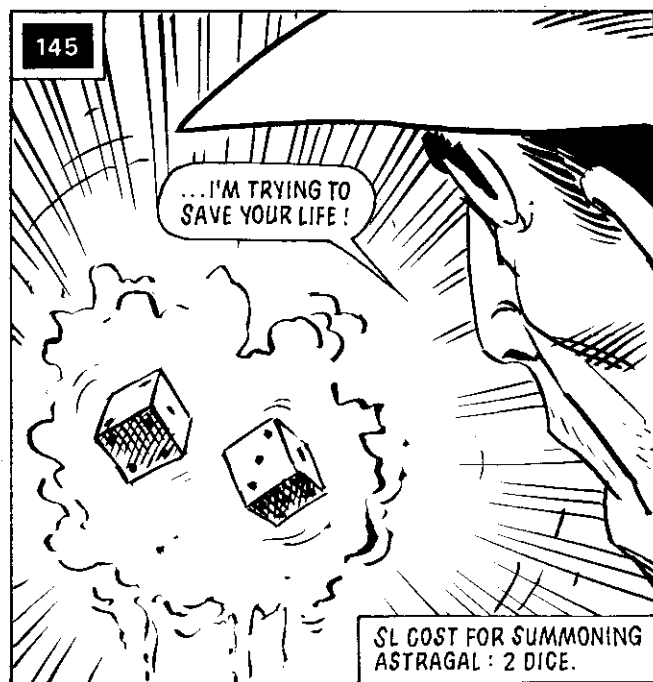
141.
YOU SLUG DRUKMAN, SO HE IS MERCIFULLY UNAWARE OF WHAT HAPPENS NEXT - UNLIKE YOURSELF...THE NUMUNGKAKE SEIZE YOU AND DRAG YOU DOWN INTO THE PIT, WHERE THEY CAN DEAL WITH YOU AT THEIR LEISURE. *THE END*.

142.
YOU ACCUSE MRS. MIRANDA MARTURA OF HIDING THE JOON. SHE THINKS YOU'RE SUSPICIOUS OF HER BECAUSE SHE'S KEPT HER PET BLOODHOUND IN HER ROOM AGAINST HOTEL RULES. SHE SAYS SHE NEEDS IT FOR COMFORT AFTER HER DIVORCE.

SHE PRODUCES THE BEAST. MEANWHILE...SL HAS INCREASED BY 3. IF YOU'RE SATISFIED WITH HER EXPLANATION, GO TO 143. IF YOU WISH TO INVESTIGATE HER FURTHER, GO TO 154.

143.
WILL YOU NOW VISIT...? THE EMPTY ROOM. TELEPORT 99 OR RUN 147. ED SILVERMAN. TELEPORT 100 OR RUN 148. MRS. MIRANDA MARTURA. TELEPORT 101 OR RUN 149. ABNER ZWILLMAN AND NURSE. TELEPORT 102 OR RUN 150.

IF YOU HAVE VISITED THEM ALL ALREADY, BUT HAVEN'T DISCOVERED THE JOON, YOU WILL HAVE TO GO BACK AND INVESTIGATE ONE OF THEM FURTHER (ADDING ON AGAIN ANY SL INCREASE).



AS YOU MAKE A RUN FOR IT, YOU'RE HIT IN THE CROSSFIRE...

147 2 DICE FROM PHYS. POW. (WEB OR FIST: -1 DIE) GO TO 131.

148 2 DICE FROM PHYS. POW. (WEB OR FIST: -1 DIE) GO TO 137.



149 2 DICE FROM PHYS. POW. (WEB OR FIST: -1 DIE) GO TO 142.

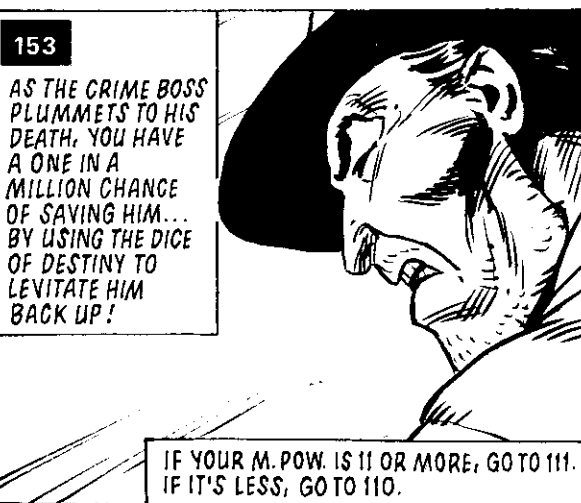
150 2 DICE FROM PHYS. POW. (WEB OR FIST: -1 DIE) GO TO 134.

151 YOU MANAGE TO HAUL YOURSELF UP... BUT NEXT MOMENT, DRUKMAN LETS GO...

152 BEING FRIENDLY TO DRUKMAN DOESN'T MAKE ANY DIFFERENCE, HE'S STILL INTENT ON ENDING IT ALL...



153 AS THE CRIME BOSS PLUMMETS TO HIS DEATH, YOU HAVE A ONE IN A MILLION CHANCE OF SAVING HIM... BY USING THE DICE OF DESTINY TO LEVITATE HIM BACK UP!



154 YOU FIND AN INDIAN PEACE PIPE - A SOUVENIR FROM ONE OF HER MOVIES - BUT APART FROM THAT... NOTHING.

MEANWHILE... SL HAS INCREASED BY 3.

GO TO 143.

155A YOU CAN'T TAKE ANYMORE AND HURL YOURSELF OUT OF THE WINDOW. **THE END.**

155B YOU BOTH FALL TO YOUR DEATHS... 26 FLOORS BELOW. **THE END.**

156 YOU ENTER AND FIND EVERYTHING NORMAL, BUT NO SIGN OF DRUKMAN...

157 AFTER DESTROYING THE OREDA, ASTRAGAL RETURNS TO HIS INNER WORLD. YOU LOOK AROUND FOR DRUKMAN...

DRUKMAN?

158

DRUKMAN - DON'T BE A SAP! COME ON IN!

NO! I CAN'T TAKE ANYMORE!

159

IT'S ALL OVER, FORTUNE!

IN A PIG'S EYE IT IS! YOU'RE NOT DYING ON ME NOW, DRUKMAN... I GOT TOO MUCH AT STAKE!

160 SOME PEOPLE THINK GANGSTERS ARE EVIL... BUT WE'RE BABES IN ARMS COMPARED TO YOU AND THOSE... **THINGS** YOU'RE MIXED UP WITH!

YOU'RE **DISEASED**, FORTUNE!

STOP SHOOTING YOUR MOUTH OFF AND TAKE IT EASY, WILL YA?

161 I... I'M GOING TO JUMP!

NO YOU'RE NOT! BEFORE YOU FLY LIKE A CANARY, YOU'RE GONNA SING LIKE ONE - SO STAY ON YOUR PERCH!

IF AT THE BEGINNING YOU...
SLAPPED DRUKMAN AROUND, GO TO 80.
WERE PLEASANT TO HIM, GO TO 152.
WERE UNPLEASANT TO HIM, GO TO 168.

162 THE JOON REARS UP FROM ITS HIDING PLACE, WHICH YOU MAY HAVE SPOTTED EARLIER... (UNDER THE HEAVY EIDERDOWN ON THE BED - OUT OF PLACE IN THE HOT WEATHER. THIS CLUE, AND/OR FIGURING OUT THE 'INNOCENT' SECRETS OF TWO OF THE GUESTS, DEALING CORRECTLY WITH A THIRD, AND IGNORING RED HERRINGS, SHOULD HAVE LED YOU TO TRY HERE FIRST).

MALIGNANT ENTITIES POUR FROM IT.
DEDUCT 7 FROM YOUR M. POW.

163 IT LURCHES TOWARDS YOU IN A GROTESQUE RITUAL DANCE, CHANTING MONOTONOUSLY...

BULLETS HAVE NO EFFECT ON THIS SUCKER!

BLAM BLAM

164 IT PICKS YOU UP AND LIFTS YOU TOWARDS THE CEILING FAN... IF YOU CONTROL WEB OR FIST, DEDUCT 1 DIE FROM YOUR PHYS. POW. OTHERS: 2 DICE.

IF YOUR PHYS. POW. IS NOW 11 OR MORE, GO TO 5. IF IT'S LESS, GO TO 108.

165 ALTHOUGH YOU HAVE SAVED DRUKMAN, UNFORTUNATELY HIS RECENT EXPERIENCES HAVE BEEN TOO MUCH FOR HIM. HE IS INSANE...

THREE-HEADED DEMONS... ORENDAS... DICE... HEE, HEE!

YOU HAVE FAILED.
THE END.

166 THE GUARDIAN OF THE DICE LAUNCHES ITSELF AT THE ORENDAS...

167 THE CREATURES FIGHT TO THE DEATH... IF YOUR M. POW. IS 6 OR LESS, GO TO 155A. OTHERWISE, GO TO 157.

168 SAVE YOUR SQUEALING FOR THE WITNESS STAND, DRUKMAN, AND TRUST ME!

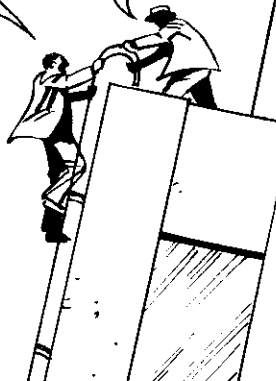


HE KNOWS YOU MEAN BUSINESS AND RESPECTS YOU FOR IT.

169

EVERYTHING'S GOING TO BE ALL RIGHT - ISN'T IT, FORTUNE? YOU WON'T LET ME DOWN?

OF COURSE NOT. YOU'RE TOO VALUABLE A PIECE OF MERCHANDISE.



IF DRUK'S M. POW. IS 2 OR LESS, GO TO 165. IF IT'S MORE, GO TO 170.

170 BACK IN DRUKMAN'S HOTEL SUITE...

W-WE MADE IT! IT'S ALL OVER! HOW CAN I EVER THANK YOU?

START BY CUTTING OUT THE BACKSLAPPING! I AIN'T YOUR DOG!



171

A FEW DAYS LATER... MCSWEENEY AND THE D.A. COME TO SEE YOU IN YOUR OFFICE, WHERE YOU'RE TRYING TO FORGET YOUR RECENT EXPERIENCES... THEY REVEAL LADY DIE'S ACCOMPLICES IN THE HOTEL HAD BEEN FASCINATED BY THE GLAMOUR OF GANGSTERS. THIS - AND A SHORTAGE OF FUNDS - EXPLAINED THEIR INVOLVEMENT...

DRUKMAN TESTIFIED OKAY. LADY DIE'S ALL LINED UP FOR THE HOT SEAT.

HERE'S YOUR FEE, MR FORTUNE. ONE THOUSAND DOLLARS, AS AGREED.

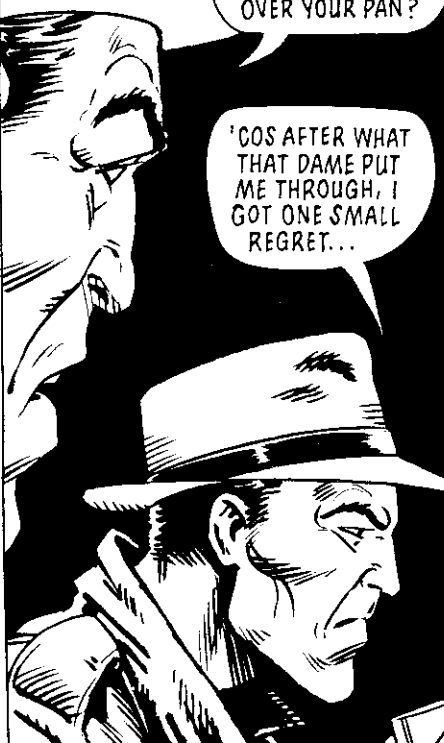
UHUH...



172

YOU GOT YOUR PAY-OFF, FORTUNE... WHY AIN'T YOU GOT A GRIN ALL OVER YOUR PAN?

'COS AFTER WHAT THAT DAME PUT ME THROUGH, I GOT ONE SMALL REGRET...



173



...I'D LIKE TO PULL THE SWITCH MYSELF.

THE END.